

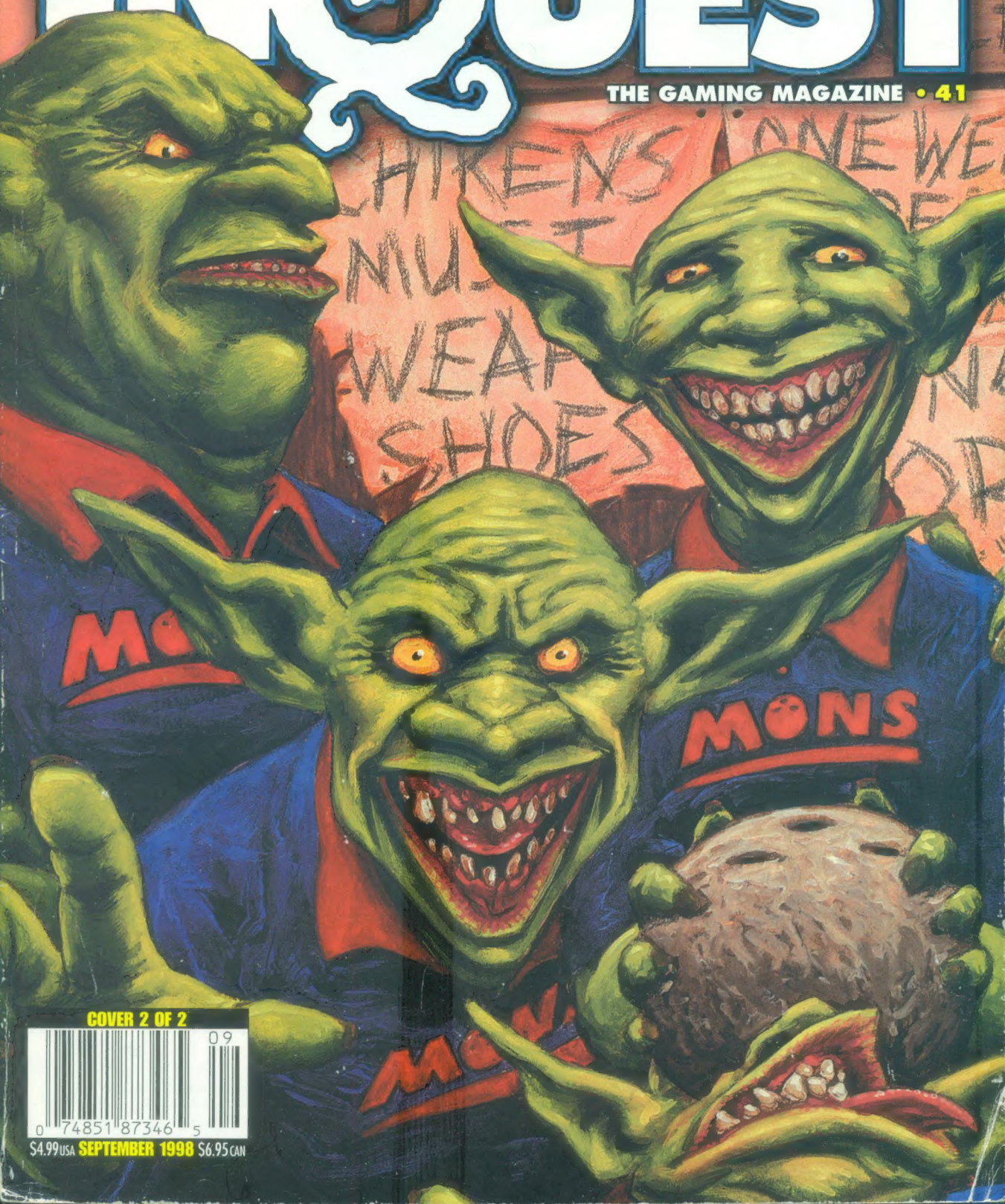
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INsideQUEST

FEATURES

- 38 Under Construction** By the *InQuest* staff.
How to build riveting *Magic* decks for any tournament format.
- 42 Critical Hits** By Fannon, Schneiderman and the *InQuest* staff.
InQuest picks the top 20 roleplaying games of all time.
- 52 Space Station Zemo** By the *InQuest* staff. Artwork by Ahern.
A wacky sci-fi board game from the twisted minds at *InQuest*.
- 84 A Fist Full of Ghost Rock** By Schneiderman and the *InQuest* staff.
Digging up the secrets of *Doomtown*, the hottest new CCG.
- 90 Deck of Many Things** By the *InQuest* staff.
InQuest conjures up a dozen *AD&D* *Magic* cards.



On the Covers

Our first cover showcases *Magic: Unglued's* Goblin Bowling Team card artwork by Pete Venters. Turn to page 80 for a chance at getting your card in the next *Magic: Unglued* set. The second cover, our "Beauty and the Beast" Sorceress, is painted by renowned fantasy illustrator Clyde Caldwell.

COLUMNS & DEPARTMENTS

- 4 Behind the Lines** Thoughts from the *InQuest* staff.
- 6 Inquisition** Letters to the editors.
- 16 IQ News**
- 32 On Deck** Reviewing the *Magic: Exodus* CCG expansion, the *Return to the Tomb of Horrors* RPG boxed set and more...
- 66 Killer Decks** *Magic* and *Star Wars* tournament decks.
- 72 Creative Campaigning** Tips for GMs.
- 74 Legends** Original creations to enhance your roleplaying campaign.
- 76 Basic Training** *Legend of the Five Rings* RPG.
- 117 Stumpers**
- 142 Shows, Cons & Tournaments**
- 144 Swan Song**

NEW!

PRICE & PLAYERS GUIDES

- 98 Price Guide Intro**
- 99 Magic Price Guide**
- 108 Collectible Card Games Price Guide**
- 112 Players Guide Intro**
- 114 Magic: The Gathering Players Guide**

CONTESTS Enter & Win!

- 70 Dead Man's Hand** Complete the *Magic* puzzle and win a box of *Exodus*!
- 80 Becoming Unglued** The fan with the most original *Magic: Unglued* card idea wins \$500, a complete set of *Magic: Unglued's* debut set and their card in the next *Unglued* set!

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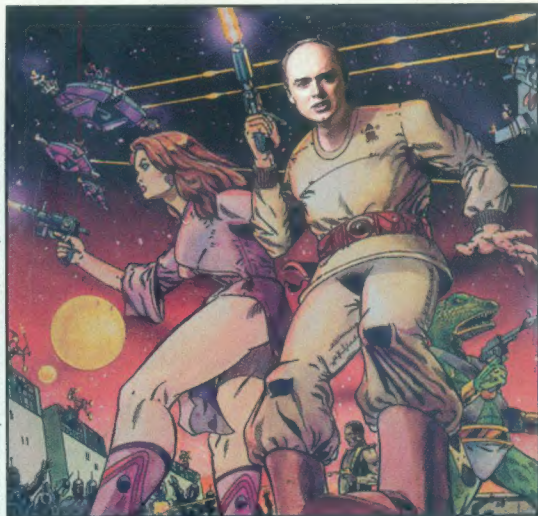


BEHIND the LINES

Cardboard War Stories

Orlog, in the Osirius system, is a place I'll remember forever. The Empire, led by my best friend and me, was up against the ropes. Rebel activity had reached an all-time high. Our full-press search for the Rebels' base was leading nowhere and the Imperial treasury was running on empty. The Rebel leaders, every last one, had all assembled on Orlog to prepare for the final push, and it looked like we were going to lose this game of *Freedom in the Galaxy*—lose it big! Until... the only random event card that could save us came up: "Imperial Player may commit atrocity!" it read.

Freedom in the Galaxy © 1979 Simulation Publications, Inc. Tom photo: Paul Schrader.



We'd bled our treasury white to buy something called a "Planetary Stabilizer" and regretted it deeply. Now our regret turned to joy—the "raise-your-hands-and-shout-hallelujah" kind of joy. The Planetary Stabilizer, you see, puts an end to rebellion on planets by, well, putting an end to the planet. Ten hours of successful Rebel recruitment, raiding and harassment ended in one gruesome turn as Orlog was "stabilized" into dust. The pale, slack-jawed look on the faces of our three friends playing the Rebels was so funny, we laughed until it hurt.

Having moved away from my hometown, I rarely see my best friend any more, but whenever we get together we still crack-up over the Planetary Stabilizer incident, even though the game took place 15 years ago.

That's one of the things I love about games: Players can become so immersed in a good one, it's like they're living it. Yes, the thrills are vicarious, but so what? In my book, an evening spent pretending you're emperor of the galaxy, a Sherman tank commander or a sword-swinging barbarian beats the boob tube or watching groups of multi-millionaires bouncing a rubber ball by a mile. And it can make for great memories.

There was this time, during a game of *Tunnels & Trolls*, that the party was trapped in a cavern by some demented wizard with a punfully bad sense of humor. We solved the first few encounters he threw at us with ease, but when we ran into a large deer-like animal stumbling around haphazardly and singing(!), we were puzzled. Luckily the woodsman in our party

recognized the animal to be an elk. A drunken elk? Hmmm... Could it be an "elkoholic"? It got worse from there.

In the next room, there were two small snakes with their tails pinned to the wall. The snakes were moving back and forth on the wall like those gizmos on car windshields. This had us completely stumped and the party began to pass out from lack of air. Most of us were close to death when the GM offered: "What's another word for snake?" Constrictor? Serpent? Viper?

Viper! Say-it-ain't-so, they're "windshield vipers." The sheer awfulness of the pun combined with the built-up tension from the party slowly dying had us laughing the rest of the evening.

Most long-time gamers can spend hours telling "cardboard war stories" like these. Granted, it seems weird to nongamers, but it's these kinds of shared experiences that make us a community. So don't be afraid to join us. Yeah, we're kinda weird. Heck, we talk about things we pretended we did. But we make memories, have fun and spin a good yarn.

Let me tell you about this time during a game of *Squad Leader*. My troops were scattered after my perfect plan went not-so-perfect. One hero remained, though. Now this wasn't just any hero. This musta been Audie Murphy himself 'cause after he took down a Tiger tank with a big stick, he found a bazooka and...

Tom Slizewski

Tom Slizewski
Managing Editor

WASTHEAD

the little elves who make *InQuest*

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I^Qquisition

WE IS SMART

"Hey, Evil Rick," I said to my duplicate, a guy who'd been created inadvertently in a nuclear Battle Cattle accident, "listen to this letter."

Evil Rick grimaced. "Die!" he snarled. "Die! Die!"

I was puzzled. "Diet?" I said. "You want me to go on a diet?"

Evil Rick rolled his eyes, muttered an obscenity, then slunk back under the table.

"Anyway," I continued, "Eli Carr of Cincinnati, Ohio, congratulated us on our classiness. He said we were real smart, and the same goes for our readers. Well, he's right, of course. When it comes to ferreting out the classy stuff in InQuest, our readers are right on the money. Why, check this out..."

SCHWING SET

I'm only going to say this once. That "Schwing" article in issue #38 was the best thing I have ever read.

Vince Nigro
Minneapolis, Minn.

Huh? You mean "Schwing" had words in it?

Not to sound like an ass, but I think Ed Beard Jr. needs to reread the description of Eowyn from Tolkien's "Lord of the Rings." I doubt that with a bra cup size like the one depicted, Eowyn could have swung a broadsword or have been mistaken for a young lad. I think Ed must



Photo courtesy of the Everett Collection

have been thinking of someone else.

David Farris
New York, N.Y.

That was a typo. It wasn't supposed to be Eowyn. It was supposed to be Tolkien.

My favorite swimsuit to see on a real woman would have to be the one worn by Bayushi Kachiko. I showed it to my girlfriend and I think she liked it. I want to give it to her for her birthday. Who do I write to for this fabulous suit?

Joe Jaczewski
East Amherst, N.Y.

According to my ruler, Bayushi measures about four inches. You got a girlfriend that short?

You know that "Schwing" article? It's missing one hot tamale. How could you guys forget Magic's Avenging Angel? She looks awesome! Maybe the way she holds a sword suggests she isn't going to be easy to get a date with, but who cares?

Amadeo Garcia III
Cagayan de Oro City, Phillipines

Yeah, but she wanted five bucks to pose, which would've pretty much eaten up our budget.

You need to give Serra Angel respect. I mean, that suit was lame. She should have had a bikini or at least something that looks like a swimsuit.

Don Duricic
New York, N.Y.

Me: Just wait till a stiff breeze blows up. Ooo, mama!

My wife: What'd you say?

Me: Uh, nothing. That was Evil Rick. He—Ouch!

My wife: Give that to him when you see him, would you?

METAL ILLNESS

In your article "Heavy Metal" (issue #38), you forgot one of my favorite miniature battle games, WarZone by Heartbreaker Hobbies & Games. It may not be as recognized as Warhammer or BattleTech, but it has a solid system with great rules. Best of all, the main book—which is all you need

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to 10PenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

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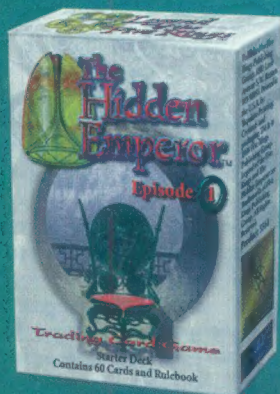
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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT
TICKLED OUR FANCY FOR NO APPARENT REASON



BUGS
TASTE
GOOD.

If I didn't respect your magazine, I wouldn't be writing this letter to address what I consider a grievous oversight—the excellence of the *C•23* game. *C•23* and the ARC System are attempts to bring new players into the trading card game (TCG) hobby. I wouldn't use "excellence" to describe a product that merely satisfies new players, just as I wouldn't describe a children's book as excellent unless adults liked it as well. Simplicity of rules and play does not mean the game is trivial. Poker and chess have simple rules but are far from trivial.

I don't believe the mechanics of the *C•23* game are inappropriately unoriginal either. Look at the breadth of play experience in bridge, hearts and spades—and the similarity between game mechanics. The fact that a player who enjoys hearts can play spades without totally relearning rules and strategy is a bonus, not a problem. It would be a disservice to our new players to introduce them to TCGs using mechanics that don't prepare them for the rest of the genre.

Richard Garfield
Wizards of the Coast

We agree that the Arc System is a great learning tool for beginners and an excellent way to introduce the curious to our hobby. However, in our opinion C•23 is lacking the strategy elements and uniqueness which keeps us coming back for more. The Xena setting helped pique our interests (see review last issue), but, again, we feel anyone who has enjoyed Magic or BattleTech, including us and most of our fans, won't discover much new in C•23.

to play—is only \$20. True, the book has no figures, but you can get four-man blisters of most units for about \$10. Normal-sized individuals cost about \$3. I've spent as much money as a friend did on *Warhammer* and I've got twice as many figures. New weapons are easily incorporated into the game, and you need only one—that's right, only one—20-sided die to play.

Eric Pelkey
Greensboro, N.C.

Yeah, that article made me all misty-eyed and sentimental, too. I'm a big fan of Grenadier's Fantasy Warriors, which come packaged with enough miniatures to start World War III. War Law by Iron Crown's another good one. But my all-time fave is Wabbit Wampage, which features—no joke—bunnies armed with chain saws. Ah, memories...

WIENER TAKE ALL

Greetings, fellow hot dogs. I have an idea. How about a "You're the Boss of *InQuest*" contest? The winner gets to be the head of the magazine for one issue and do whatever he wants. How about it?

Ben Krainin
Sharon, Mass.

By a strange coincidence, this is how I got my job. Except I lost.

QUEST FOR BUTTWEASELS

Please allow me to share the following conversation I had with some stupid buttweasels at my local card shop:

Stupid buttweasels: Hey, dude. We was reading this magazine with "System Shock" in it (issue #37) and we wanna know when the quest cards are coming out.

Me: Never! Read the article! It says that the cards SHOULD be made! Not that they WILL be made!

Stupid buttweasels: But look, they got pictures.

Me: For the last time, there are no cards! Hopefully, this will ensure that nobody will be writing stupid letters about quest cards.

Dennis Illige-Saucier
Denver, Colo.

Oh, I don't know...

I was just wondering when the quest cards will be coming out.

Kenneth Palmer
Omaha, Neb.

Pass the Excedrin, will ya?

WHITE OR WRONG

Thanks so much for naming white as the best *Magic* color ("Natural Selection," issue #38). Maybe now I won't be laughed at all the time when I play my white decks.

Lee Novak
Milwaukee, Wis.

Hey, we just said white was the best color. We didn't say anything about you getting laughed at.

YOU'RE UNDER ARREST

So Wizards of the Coast patented the *Magic* game, eh? Well, not only is the *Magic* patent poison for the industry—would there be wargames if Avalon Hill had patented hexagonal mapboards, counters and randomizer dice?—but it is so broadly defined that even grandma's bridge club is made illegal. Then again, this is the same crack legal staff who, as TSR, tried to remove the words "paladin" and "ranger" from the English language. So why be surprised at this land grab? And can I still use the word "land"?

Mr. Garfield and WotC can do only one of three things:

1. Pay royalties to the nation of France for inventing playing cards.

2. Pay royalties to companies such as Avalon Hill whose 1978 game *Magic Realm* made use of small cards to indicate spells, magic treasures and monsters. Sound familiar?

3. Admit that *Magic*, like every other game since *Little Wars* by H.G. Wells, appropriates scraps from other games. A little *Dragonmaster*, some *Magic Realm*, a pinch of *Nuclear War* and—viola!—you have *Magic*.

This letter is patent pending, meets all requirements of the Berne Accords, the Geneva Convention and the Salt II

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IN SEARCH OF... ...Music Lessons



Photo courtesy of the Everett Collection

RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

To: Duke University, Durham, N.C.

To Whom It May Concern:

I have developed a unique musical skill involving a *Magic* card. I put the card between my fingers and blow. The vibrations produce a pleasing sound, not unlike an oboe. I am interested to know if an audition is possible and if there are any musical pieces available I could use for practice.

Yours truly,
Rick Swan

Once a student has been admitted to Duke, auditions are required for participation in all applied lessons and ensembles. Otherwise, applicants are encouraged to submit a cassette demonstrating their musical ability with their general application. If you believe that your musical skills using a *Magic* card will help your application, then by all means submit a cassette recording of your musical efforts.

You have asked if there are any simple musical pieces you could use for practice on a *Magic* card. I recommend that you use a local music store or music library as a place to find musical pieces which you could adapt to your special instrument.

I wish you well in your search for musical pieces. Your *Magic* card sounds most intriguing.

Sincerely,

Grace Vale Tretter
Academic Secretary
Duke University

MORE LETTERS

Treaty, authorized use as written consent given by, audited and regulated under the benevolent dictatorship of Sean Stevenson.

By the way, I am copywriting the word "the." Anybody who uses it owes me one cent.

Sean Stevenson
Pittsburgh, Pa.

Well, Sean, I've been following this controversy pretty closely, and I'd have to say that the—oh, damn it!

SQUARED CIRCLE

Please take a moment to look at your Price Guide. Your symbol for uncommon is a circle and for common it's a square. Now since a circle is the simplest shape, wouldn't it make sense to use the circle as the symbol for common cards? A square, on the other hand, is slightly more complicated than a circle; hence, it'd be a good choice for uncommon.

Chris Falco
Sycamore, Ill.

First of all, it's not a circle. It's a wart.



Q'APLA!

I just finished reading *InQuest* #38, and while it was an excellent read as usual, I have one correction to make. In your article about the lack of a *Star Trek* RPG, no mention was made of *Prime Directive*, the *Star Fleet Battles* RPG I wrote for Task Force Games, a game which is still in print and available from better game stores everywhere. While the game is designed for Prime Teams (commando teams) assigned aboard the many and various Federation ships, it also allows for players to play the Bridge Crew. These stats are included in the *Federation Sourcebook*.

Fully licensed by Paramount and

nominated for a GAMA award as Best New Roleplaying Rules of 1993, the game allows players to roleplay within the *Star Trek* universe and, I think, should have been mentioned in your article.

Timothy D. Olsen
Amarillo, Texas

Obviously, this was written by a Klingon.

ERTAİ'S GAZE

I was rooting through some back issues when I came across issue #12. In it, you guys had a bunch of new cards. On page 30, there is a card by the name of Frozen Gaze. Guess what? It has almost the exact same wording as Ertai's Meddling, which came out with *Tempest*.

From what I understand, it takes about a year and a half for Wizards of the Coast to create an expansion, Well, the length of time from April, 1996 (issue #12) to late 1997 (*Tempest*) is about a year and a half.

Just thought I'd mention it.
Mark Allen Gardner II
Prescott, Ariz.

Say, you think *WotC* would be interested in *Wall of Spam*?

HOME ON THE RANGE

All right, I'm gonna cut right to the chase.

Cow Nose.
Battle Cattle.
Hurloon Minotaur.

The occasional picture of a nude cow. Come on people! What kind of sick bovine influence is running your little business?

Ed Kranz
Minot AFB, N.D.

Just for the record: Thanks to our farm animal thermometer program, "sick" bovines are things of the past.

SWAN TO GO

I am dying to know: Will I ever see Rick Swan's face in *InQuest*? Is he so horribly scarred that he cannot be seen in public without a paperbag over his head?

Ben Katz
Fairfield, Maine

On a dare from Tom Slizewski, I dove 32 stories into a bag of the Colonel's finest fried chicken. Just my luck though, my head got stuck in the mashed potatoes. Thus the bag.



An elephant?

Two ornate
masks?

A supra-genius
Noctral
from Mount
Celestia?

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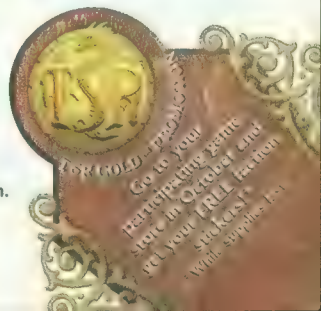
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CARD CREATIONS

Okay, maybe it isn't the most powerful of cards... but he's so darn cute! I'd never have expected it from Roger "Atog Spice" Smith, the replacement for Ginger Spice. We'll spice up his life with an assortment of the preconstructed *Exodus* decks for showing his sensitivity to the world.

GRAND PRIZE WINNER

ARCTIC SEAL

Roger Smith
Bristol, England



CONTEST WINNERS

Dan Staley of El Cerrito, Calif. proved to be very left-brained as his non-linear thinking cracked "Dead Man's Hand: Ultimate Chaos." He'll snag a box of *Stronghold* for his intuition.

Someone is spending too much time on Trek lore and not enough on academic-type stuff. That would be Carlsbad, Calif.'s own Nicholas Hunter who won the grand prize of a complete set of the new *Deep Space 9* expansion for the *Star Trek CCG* in our "Whose Ship is it Anyway?" contest. Fifteen other trekkers will also live long and prosper with other prizes.

Thomas Kadar of San Clemente, Calif.—why don't you guys outside of Calif. get off your asses and enter once in a while?—loves his friend so much that he sent him a big box of dead game crap for our "Fool Your Friend" contest. Tom, however, will make off with a bunch of entertaining prizes from Steve Jackson Games.



BAD GUY #1

Die! Die you bastard! Die you—Hey, what's that?

Evil Rick
Congers, N.Y.

A crucifix made of Atogs. You're going down.

RETURN OF INQUEST-IONS

What issue of your magazine was the "Contest of Champions" with Vader vs. Spock, "Deep Space Nine" vs. "Babylon 5" and Ewoks vs. Tribbles?

Greg Wallin
Minneapolis, Minn.

That was published in the 1997 Special of Sci-Fi Invasion. To get a copy, send me a hundred dollar bill and—huh? I can't? In that case, call (914) 268-3594, and they'll help you out.

What does TSR mean?

Michael Gullien
Makati City, Philippines

TSR was originally a wargame company; the initials stand for "Tactical Studies Rules." They do not—repeat: do not—stand for "Terribly Satanic Roleplaying."

I read with interest your mention of the Lovecraft stories in "Inquisition" (issue #38). Where can I get a copy of "Thing on the Dorkstep"... uh, "Whisper in the Dorkness"...no, "Dream Quest of the Unknown Kadork"...wait, I know..."The Dork That Should Not Be"?

Scott Chenault
Bedford, Texas

Lovecraft stories are available in a variety of formats. Del Rey publishes affordable paperback versions. Arkham House produces handsome hardbacks. Even Call of Cthulhu RPG publisher Chaosium has a line of Cthulhu-related fiction. The paperbacks and hardbacks are available in any good bookstore, like Barnes & Noble or Borders. Also, the books are available on a number of Internet booksellers which, for a nominal fee, will deliver them right to your dork.

BAD GUY #2

Eek! Arg! Ohhh! A-a-a-a-a - h...!

Evil Rick
Congers, N.Y.

You're a mean one, Evil Rick.

Remember: Not only is InQuest a good read, it's a great gasoline additive—providing you can get it stuffed in the tank. See you next time!

SEND YER LETTERS TO:

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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

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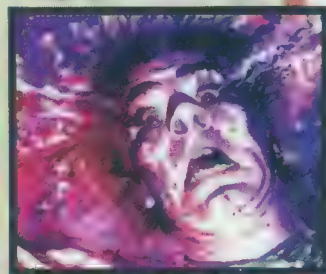
news

INSIDE



SPECIAL REPORT

U.S. Magic Nationals.
Page 18.



Year's Best Horror.
Page 20.



**Garfield Designing
Computer Games.** Page 24.

PLUS:

- **Magic Juniors Win \$10k.** Page 22.
- **Games for Brains.** Page 28.

The End for West End?

On July 2nd West End Games owner and president Scott Palter told his staff he could not meet the next payroll.

"It wouldn't be morally right to have them come in when I couldn't pay on schedule," Palter said. He offered staffers the choice of staying on without pay—with a promise of payment by week's end—or being laid off to qualify for unemployment. All but two staffers chose the latter option, he said.

How does a company with can't-fail roleplaying licenses like *Star Wars*, *D.C. Comics*, *Men in Black* and *Hercules and Xena* fail? It depends on who you ask.

According to Palter, it's a matter of a rough winter sales season coupled with a loss of liquidity which arose when WEG's loan sources unexpectedly dried up. "Our games provide a heavy revenue base, but we also have heavy overhead," said Palter. "West End has had cash flow problems off and on since 1996."

But WEG employees paint a different picture, one of incompetence and mismanagement. "It is a great shame that such a promising company with excellent licenses and design people goes south because of mismanagement, lies and bad business sense," said one senior editor.

A key player in the whole mixed-up affair is Creative Design Group (CDG), Palter's other company—one that manages a ritzy shoe retail chain. Palter said that CDG has shored up WEG as often as the other way around. But according to one source who has reviewed company financial records, WEG poured millions into a

faltering CDG over the past few years. The great crime, according to this source, is that while WEG was propping up CDG it was defaulting on Lucasfilm royalty payments, borrowing from banks and renegeing on tens of thousands of dollars owed to freelancers.

According to a senior editor, WEG creative staffers were asked to forgo raises and bonuses and at times sleep four to a room during business trips so shoe company honchos could jet around the globe first class.

At press time, Palter is working to save the company. If he can convince his licensors to hang tough, he says he can make ends meet. "Basically, they can take pennies on the dollar now, or 100 cents on the dollar later if they stick with me," he said. If

they don't, a Chapter 7 bankruptcy filing looms.

What this means to their licensed properties is uncertain. A new distribution deal currently in the works might convince Lucasfilm to stick with West End. However, according to sources inside WEG, the company hasn't paid Lucasfilm royalties for two quarters and has no signed contract for the "Star Wars" prequels.

Sony has already withdrawn the "Men In Black" license. Universal

has yet to make a decision on the *Hercules and Xena* RPG, our source said. Interestingly, D.C. Comics is committed to publishing the D.C. RPG in some form, according to an editor close to the project.

The next few months will tell whether West End can overcome the considerable obstacles in its path to rise again or whether these events spell the end for West End Games. ■ **M. R. Goode**



West End Games is facing bankruptcy even though they have killer licenses like *Star Wars*, *Hercules/Xena*, *Men in Black*...





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U.S. MAGIC NATIONAL CHAMPIONSHIPS

Linde Levels Top Magic Players

Matt Linde turned gloom into elation on his way to winning the 1998 U.S. *Magic* National Championships.

With the score at two games to one in his opponent's favor, Linde made the right play at the right time to reverse his fortunes and force a fifth game. Pro Tour powerhouse Mike Long, playing a Prosperous Bloom deck, had shut down Linde's all white weenie deck by casting Gloom. This black enchantment increases the cost of all white spells and abilities by three mana, and Linde, with only four Plains on the table, was stopped cold.

Cold, that is, until Long played a Natural Balance, which balances the mana resources of each player at five lands. Long then cast Infernal Contract—paying half his life to draw four cards. But Linde responded with Abeyance, tapping five Plains, which prevented Long from casting or using instants, interrupts or sorceries for one turn. Facing a weenie creature horde he couldn't stop, Long conceded.

That made the score two games each. After such an exciting duel, the last game was something of an anticlimax with Long getting mana shorted and Linde using his fast weenies to charge to victory. As soon as Linde clinched the victory, a deafening cheer erupted from the dozens of spectators observing the finals on the huge closed-circuit TV set up for the event.

This exciting bit of *Magic* play took place over the 4th of July weekend at the Origins game conventions in Columbus, Ohio. It's considered one of the toughest *Magic* tournaments in the world with each player having to go through 12 rounds of Swiss play against the best players in the game. The event involves two three-round booster drafts on the first day, followed by six rounds of Standard play on the second.

This year, white weenie and Sligh decks did well in the constructed portion of the event, and players had the chance to use *Exodus* cards in tournament play for the first time.

As a surprise to everyone, mono-green decks did extremely well. The top eight finishers included two mono-green, two mono-red, two Prosperous Bloom, one mono-blue and one white weenie deck.

Playing that white weenie deck allowed Matt Linde to chalk-up his first big-time finish. Linde chose to play with four Cataclysms because "I expected a lot of combo decks based on Bloom or Oath of Druids," he said. "White weenie is the best choice against those, so I figured it's the deck to play." His insight paid off big for the 17-year-old

Matt Linde's 1998 National Champion Deck

CREATURES

- 3 Nomads *en-Kor*
- 3 Paladin *en-Voc*
- 4 Soltari Monk
- 4 Soltari Priest
- 1 Soltari Visionary
- 4 Soul Warden
- 4 Warrior *en-Kor*
- 4 White Knight

NON-CREATURE SPELLS

- 1 Aura of Silence
- 4 Cataclysm
- 3 Disenchant
- 4 Empyrial Armor
- 4 Tithe

LAND

- 17 Plains

SIDEBOARD

- 3 Abeyance
- 1 Afterlife
- 3 Aura of Silence
- 1 Disenchant
- 2 Tariff
- 1 Soltari Visionary
- 2 Spirit Link
- 2 Wrath of God



Maryland native. In his acceptance speech, the newly crowned national champion thanked his friends and teammates for helping create the deck.

The win earned Linde a spot on the U.S. National Team along with Bryce Currence of Los Angeles, one of the game's veterans who's been playing competitively for four years. Also on the team is two-time *InQuest Magic* Player of the Month Jon Finkel. Finkel made the top four by playing a mono-blue deck with Ophidians, Man-o-Wars and Tradewind Riders. When asked about his choice, Finkel said "I play this deck because it's fun and it does not suck."

Of course, second-place finisher Mike Long also grabbed a spot on the team. Among his many accomplishments, Long won Pro Tour Paris playing a Prosperous Bloom deck. This same deck helped him make the finals of this tournament.

The four represent a strong and diverse combination of playing styles, making up an excellent team for this year's World Championships, scheduled to take place at Wizard of the Coast's game center in Seattle, August 12-16. ■ Alex Shvartsman

Abeyance proved key for Matt Linde on his way to winning the U.S. *Magic* Nationals. Four Cataclysms didn't hurt either.





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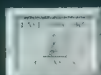
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Winners Break Out of Horror Box

African mysticism, Jewish religion and Nazi ideology collide on a jungle island. Intelligent, talking dogs settle in New York City. An interracial boxing bout is held despite a natural disaster that destroys a Texas town.

The Horror Writers Association honored these diverse works at its 11th annual Bram Stoker Awards banquet held this past June at New York City's Marriott East Side hotel.

"It has been and remains my mandate as president of HWA to try to remove the narrow definition of horror," said Janet Berliner. She, along with George Guthridge, co-wrote *Children of the Dusk*, which was honored for superior achievement in a novel. "If the Holocaust and the idea of putting live humans in ovens, for example, is not fearful enough to cause nightmares, then I can hardly think of what is," Berliner said.

Science fiction writer Jack Williamson (*Demon Moon*, *Black Sun*) wryly backed Berliner's crusade. "I never realized I was a 'horror writer,'" he said, after receiving a lifetime achievement

Stoker. "Inadvertently, I wrote a certain amount of horror."

1998 BRAM STOKER AWARDS

NOVEL: *Children of the Dusk* by Janet Berliner and George Guthridge

FIRST NOVEL: *Lives of the Monster Dogs* by Kirsten Bakis

NOVELETTE: "The Big Blow" by Joe R. Lansdale, appearing in the anthology *Revelations*

SHORT STORY: "Rat Food" by Edo van Belkom and David Nickle, in *On Spec* magazine

FICTION COLLECTION: *Exorcisms and Ecstasies* by Karl Edward Wagner

NON-FICTION: *Dark Thoughts: On Writing* by Stanley Wiater

LIFETIME ACHIEVEMENT: William Peter Blatty; Jack Williamson



Photo by Paul Schrade

Stoker. "Inadvertently, I wrote a certain amount of horror."

The pugilistic novelette "The Big Blow" earned Joe R. Lansdale his fifth Stoker award, leaving him tied with Harlan Ellison and one short of Robert R. McCammon's record. Stanley Wiater garnered his second nonfiction Stoker for *Dark Thoughts: On Writing*.

A ballot of active HWA members also honored William Peter Blatty, author of the best-seller *The Exorcist*, for lifetime achievement. ■ Matthew E. Milliken

Know Rules, Will Travel

It's not enough to be cool. In today's cutthroat environment, you also have to make sure everyone *knows* you're cool. That's why Five Rings Publishing may be coming to a gaming store near you.

"The hardest thing to do in this industry is to communicate how cool our games are. We need to teach for our games to succeed," Luke Peterschmidt, brand manager for Five Rings' hottest games and lead developer of the revamped *Rage* collectible card game, said. "Who's going to try a game if no one knows how to play? We want to get into stores and teach everyone who shops there how to play."

With that in mind, Five Rings has initiated a new program designed to help spread the word about their products. Any store that purchases a couple of displays of their most popular games—including *Doomtown*, *Legend of the Five Rings* and *Dune*—will receive a certificate good for an in-store demo for that game.

"It's a great thing for fans," Peterschmidt said. "Sometimes a store won't take a chance on a new product, so would-be players never get the chance to even try it. Our new system allows store owners to buy a new product with the guarantee that we will have some-

one in their store to show interested people how to play the game.

This "learn to play" program is currently underway and all Five Rings products are included except *Rage* and *Legend of the Burning Sands*. These games are brand new and are expected to be added once they become widely available.

■ Chuck Bednar



Photo by Josh Greenwood, courtesy of Catbox

FIRST,
DRAW 7
CARDS.

WE LOOKED IT UP



LEGERDEMAIN (Lej•er•ode•main)

1. Practice of, or skill in, feats of magic or sleight of hand. 2. Trickery; deception. 3. Blue Sorcery from *Magic: Tempest* that allows caster to swap control of an artifact or creature. 4. Pirate slang for the captain's wooden prothesis: "Arrr matey, don't touch the leg-of-der-man, or ye'll be walkin' the plank."

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— A MASQUERADE —
BY WHICH TO HIDE THEMSELVES.
AND THUS CONCEALED,
THEY WILL SECRETLY GOVERN
THE WORLD OF MAN

— UNTIL THE
FINAL NIGHTS.

PREPARE
FOR THE
FINAL
NIGHTS.

VAMPIRE

THE MASQUERADE

the new **vampire: the masquerade** will also be available in a one-time only **deluxe edition**. this volume will be printed with a black leatherette cover, and will be slipcased with an exclusive **vampire artbook** featuring the work of **john bolton**, **bill sienkiewicz**, **brom**, **tim bradstreet**, **guy davis**, **john van fleet** and others; with an introduction by **neil gaiman**.

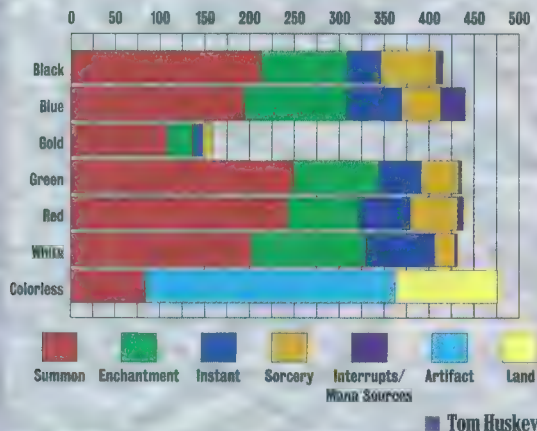


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MAGIC DISSECTED

Ultimate Spell Master

Here are all of *Magic's* spell types for each color—through *Exodus*—reduced to one handy-dandy chart. Note that Enchantments which can be cast as instants were counted as enchantments.



Magic Juniors Win \$10,000

When your spell absolutely, positively has to get through, it helps to be holding three Pyroblasts.

Just ask Andrew Pacifico, 18, of Middleberg, Florida, who recently won the 16-18 year old bracket of the *Magic: The Gathering* 1998 Junior Super Series World Championships.

Pacifico was playing a blue/green deck. Avoiding the established deck names, he named his the "Five-Color Flagpole Control" deck. "Because Tradewind Riders and Walls of Blossoms are so flagpole (good)," he said. He used Quicksands to slow down any shadow-based assault, and his off-color cards, three Armageddons and a Fireblast, provided firepower and proved critical throughout the day.

"My best play of the tournament came in match four,"

Pacifico said, "I was playing against a counter-heavy deck. When I cast Armageddon, he countered, but I had a Pyroblast. He had another counter. I had another Pyroblast. He had another counter. My third Pyroblast was enough to let the Armageddon through, and he never recovered." Despite this awesome



play, Pacifico considers the most valuable card in his deck to be Impulse—"Ba-roken!" he says of the card.

While that's arguable, you can't contest that it helped Pacifico walk away with \$10,000 in scholarship money. Same goes for Jay Elarar of Vancouver, British Columbia, who won the 15 under age bracket.

The Junior Super Series took place this past June at Disney's Wide World of Sports complex in Lake Buena Vista, Florida. More than 250 players competed in the three-day event, battling it out in 14 rounds of play. Each finalist took home the top scholarship prize of \$10,000 with the remaining top seven players from each age division receiving between \$3,200 and \$7,500 in scholarship prize money.

"The Junior Super Series was a huge success," said Kristine Szarkowitz, public relations coordinator at Wizards of the Coast. "This was our first big juniors tournament and we attracted some 500 spectators and players from all around the country and Canada," she said. ■ Rick Moscatello



Andrew Pacifico (top, left) and Jay Elarar each took home \$10k in scholarships from *Magic Junior Super Series*.

MAGIC PLAYER OF THE MONTH

MATT LINDE, 17, from Damascus, Maryland
DCI STANDARD RATING: 1870

SECRET OF MY SUCCESS: I'm a very careful player and deck-builder

STARTED PLAYING MAGIC? Three years ago after *Legends*

FAVORITE NON-MAGIC GAME? Tennis

FAVORITE TV SHOW: The Simpson's

FINEST MAGIC MOMENT:

Beating Pro Tour heavy-weight Mike Long in a tense duel.

BIO IN BRIEF: Matt is new to the high-stakes *Magic* tournament scene but that didn't stop him from walking away with the top spot at the 1998 U.S. National Championships. He now gets to join Mike Long, Jon Finkel and Bryce Gurren on the U.S. national team when they battle for the 1998 *Magic* world championship August 12-16. See this month's Special Report on page 18 for more.



Dark Sun 3.0 Day 1

Ravenloft

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ENCOUNTERS.
ONLY DEADLY
ONES.

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Available November

BEST SELLERS

TOP 10 CCGS

1. *Magic: The Gathering*
2. *Star Wars*
3. *Doomtown*
4. *Babylon 5*
5. *Legend of the Five Rings*
6. *BattleTech*
7. *Star Trek: TNG*
8. *Aliens/Predator*
9. *Shadowrun*
10. *C&23*

TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Werewolf*
5. *Deadlands*
6. *Shadowrun*
7. *Star Wars: The RPG*
8. *GURPS*
9. *Alternity*
10. *Legend of the Five Rings*

BIGGEST MOVER

Alternity

Debating it number nine on the charts in this new sci-fi role-playing game from TSR, *StarDrive*, a campaign setting for the system, is due out this month and should secure *Alternity* a place in the Top 10 for the foreseeable future.



Garfield Designing Computer Games

You read it here first. In last year's top 10 predictions article ("Future Shock," *InQuest* #33) we speculated that Richard Garfield's next big design would be a network computer game. Now, less than a year later, Wizards of the Coast has announced a collaborative partnership with PostLinear Entertainment to develop three computer games.

"Gamers will now get to play computer games designed by Richard Garfield and Wizards of the Coast," said Mike Davis, vice president of research and design at WotC. With Garfield's status as a premier game designer, a computer game designed by him is sure to have strong marketing appeal.

Postlinear was chosen because they have expertise in massive multiplayer games (one such, *10Six*, is a million-player real-time strategy Internet game set for release later this year), and in the creation of "limited edition digital objects"—the software equivalent of a collectible card. Their proprietary software makes online "trading card" games possible.

"Our agreement is to design and develop three titles with (WotC)," said Roland Kippenhan of Postlinear. The games are currently still in the design stage and the first one should be on store shelves in early 1999. It will be an original design set in one of WotC's worlds (either *Magic* or *AD&D*). ■ Rick Moscatello



Magic or AD&D will see a Garfield-designed computer game

BLAST FROM THE PAST

A LOOK AT INQUEST'S FAVORITE CLASSIC GAMES

NAME: *TOP SECRET/S.I.*

ORIGIN: TSR, 1980 (1st ed.); TSR, 1987

TYPE: Modern Espionage RPG

CONCEPT: You are a spy, commando, private investigator or some other kind of agent, joined with other operatives in a war. It's a secret war, fought mostly in the shadows. You have all the skills, advantages and equipment you need, but the bad guys have more. Pulp detective stories, gritty thrillers and high-adventure spy dramas are some of the stories that can be told. Included with the boxed set is information detailing a good guy agency called Orion and their evil counterpart, the Web.

LEGACY: The popularity of modern-day action adventure movies has never waned, yet few successful roleplaying games have captured this genre. *Top Secret* was one that did. It was also one of the few non-fantasy RPGs that TSR had success with. Though not strongly supported, the basic game gave the Administrator (aka Game Master) a solid foundation for creating and running covert campaigns. Also of note, *Top Secret* broke away from the basic paradigms of *AD&D*-style roleplaying and still managed to click with players.

AVAILABILITY: The *Top Secret/S.I.* line has been dead for more than a decade. Since one of the options considered viable in TSR's new *Alternity* line is to run modern-day campaigns, there's little hope it will be resurrected any time soon.

■ Sean Patrick Fannon



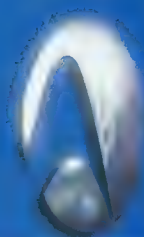
9:07 PM
set out for laundromat



9:13 PM
meet fellow player with
Cardassian/ore processing deck



7:30 AM
turn boxers inside out for
one more wearing



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NEWS BITES

I can give myself mouth to nose resuscitation.

• Though the wacky **Magic—Unglued** expansion due out this month will not be tournament legal, you will be able to use cards from the set in special Extended format tournaments in this Summer's Arena league season.

• The Asia/Pacific Tournament of Champions held at the end of July in Tokyo, Japan, was expected to be the largest gathering of **Magic** players ever, with some 20,000 attendees.

• Significant rules changes have been announced for the **BattleTech** CCG. Vehicles are now easier to destroy and there is a 10-card limit on vehicles and battle armor in constructed decks. Go to www.wizards.com for full details.

• Serious players of the **Babylon 5** CCG will want to make it to **VORCON 1** in Pomona, California, the weekend of October 16-18 for the **B5 World Championships**. Check www.eternity.com for qualifiers near you as the top eight players from around the world will win free trips to the con.

• **B5** CCG publisher Precedence has also announced another expansion for the game. Titled *The Great War*, the new cards will concentrate on the military aspect of the show.

• The first **Alien Predator** CCG expansion is on. Publisher Harper Prism has announced that 116 more cards will be released. Titled *Alien Resurrection*, the expansion is scheduled to be sold in nine card boosters and be on sale in early fall.

• The 1998 World Championship events for Decipher's **Star Trek** CCG will be held November 13th through 15th at the Chamberlin Hotel in Hampton, Virginia.

• The following weekend, November 20th through 22nd, will see the **Star Wars** CCG World Championships, at the Cavalier Hotel in Virginia Beach, Virginia.

• Decipher has announced it is developing a player identification system for use in *Star Trek* and *Star Wars* CCG sanctioned tournaments. This will protect players' ratings and the integrity of their database.

• Steve Jackson Games is working on a reissue of *Deluxe Illuminati*, with full-color cards.

• White Wolf Game Studio announced that award winning horror writers **Lucy Taylor** and **Matthew J. Costello** will be writing future books in the *Wraith* fiction line.

• Activision has acquired the worldwide licensing rights to publish games based on **White Wolf's Vampire RPG**. The first *Vampire* release, a 3D role-playing game, is due out later this year.

• A Sony PlayStation 3D fighting game starring the **X-Men** is in development at Activision. Due for release next spring, the main villains will be Mojo and Apocalypse.

• Microprose is developing *Civilization II: The Test of Time*, the latest in their line of Civ II games. The PC game adds such new features as animated

units and the ability to travel to new maps.

• Jackie Chan will appear in his first Sony PlayStation game early next year, when Midway Home Entertainment releases its fast-paced third-person action/fighting game, **Jackie Chan's Stuntmaster**.

• Sound Source Interactive will release an interactive PC CD-ROM game based on the James Cameron film *"The Abyss"* later this fall. *The Abyss: Incident at Europa* is set 6 years after the film, and you'll try to stop a mutating disease plaguing a submerged vessel.

• Activision will soon release a third-person action-exploration game based on the film *"The Fifth Element"* for the Sony PlayStation.

• Activision Classics will be released for the Sony PlayStation this October, collecting 30 classic Atari 2600 games such as *Pitfall!*, *H.E.R.O.*, *River Raid*, *Chopper Command*, and *Freeway* all on one disc, for a suggested price less than \$30.

• Psynosis has licensed the recent PC games *Age of Empires*, *Urban Assault*, and *Motocross Madness*, and plans to publish them on the Sony PlayStation.

• Nintendo 64 systems will be installed later this year in hotels, casinos and resorts such as the Sheraton, the Ritz-Carlton and Holiday Inns, as part of a 10-year licensing agreement between Nintendo and Lodgenet.

• Author Terry Brooks (*The Sword of Shannara*) will write an original novel based on the upcoming *"Star Wars"* prequel for Del Rey books.

• George Lucas has confirmed, via the official "Star Wars" web site, that **Boba Fett** has a prominent role in the second "Star Wars" prequel.

• The ninth "Star Trek" film, due out this Thanksgiving, has been given the official title "Star Trek: Insurrection."

• **William Shatner** will play himself in the black comedy "Free Enterprise," mentoring a pair of Trekkies who bump into Shatner at an adult book store.

• **Jim Carrey** has reportedly signed on to star in a big-budget feature film adaptation of Douglas Adams' *The Hitchhiker's Guide to the Galaxy*, currently in pre-production for eventual release in the summer of 2000. However, Adams—who is co-writing the screenplay—says that's baseless speculation.

• Will Smith is expected to star in a remake of *"The Invisible Man,"* which will be directed by the Farrelly brothers ("Dumb and Dumber").

• **Jenny McCarthy** and **Jada Pinkett-Smith** have both signed on to star in a big-budget "Charlie's Angels" feature film. Michelle Yeoh was rumored to be signed as well, but this may not be true; she reportedly said in an interview that she's looking for meatier roles.

■ By Sean (SeanJordan@aol.com) Jordan & The InQuest Staff

Rage and Bull

"Rage, Second Edition! Completely revamped! Brand new Rules! Premiering at GenCon 1997!"

Didn't happen. In fact, though Five Rings Publishing has been promoting their new version of *Rage*, the combat-heavy CCG based on White Wolf's *Werewolf: The Apocalypse* role-playing game, for the past year, there's still no game. So, what's going on?

According to Edward Bolme, brand manager for *Rage*, deadlines were set, passed, set again, passed, set again. Now, as GenCon '98 looms, Five Rings is again promising to debut the game.

Bolme explains that as the game was scheduled to be released last year, Five Rings was in the midst of being bought out by WotC. This taxed the resources of then-sole-brand-manager Ryan Dancey, letting *Rage* languish under a policy of "benign neglect."

This neglect, according to Bolme, turned out to be a blessing in disguise.

When *Rage* was put back on the front burner, problems were uncovered:

Art that was to be contracted never was, mechanics issues still had to be hammered out, and so forth. So Five Rings spent the past year putting the game through "exhaustive, brutal playtesting," creating the game that will—honest!—premiere at GenCon '98.

Rage is scheduled to begin its "Rolling Thunder" release program, whereby small sets of cards are release each month, with starters for two tribes: the Get of Fenris (militant European werewolves) and the Wendingo (militant Native American werewolves). Each month thereafter, two new tribal starters will be released—the Bone Gnawers and the Red Talons in September, Silent Striders and Shadow Lords in October. There will be two chase cards in every display of *Rage*.

Five Rings is using the original card backs and cardstock, making the new cards physically similar to the old ones. The two games are presently incompatible however, though there are plans to release "official house rules" after Five Rings examines what fans are doing. The old fan organization, Garou Nation, has been adopted by Five Rings, giving support to former members. ■ Jason Schneiderman

New *Rage* CCG cards: If you like bloody combat, you're gonna love this game.



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Games For Brains

To be able to tell good games from bad you have to be really smart.

That's the belief of American Mensa, Ltd., a society for people who score in the top 2 percent on standardized intelligence tests. To clue the rest of us in on which games are great they hold an annual Mind Games competition—a board game playing marathon to determine which games will get the "Mensa Select" seal.

The 9th such competition was held this past June in Phoenix and five new winners emerged. They are:

- **Avalam.** A stacking strategy game by the Great American Trading Company.
- **Cube Checkers.** A new way to play traditional checkers by DCP Limited.
- **KRAM.** A word game designed by Melvyn Du Botting.
- **Spy Alley.** An espionage strategy game by Spy Alley Partners.
- **Wadjet.** A game of archaeological adventure by Timbuk II, Inc.

The chosen games appeal to a wide-range of game-playing enthusiasts and you don't have to be exceptionally intelligent to play them, according to Steve Weinreich, the chief judge.

The selected games were chosen from more than 50 entries and judged on originality, game play, play value, aesthetics and clarity of instructions. Past winners of the competition have gone on to become top-sellers and include *Scattergories* and *Trivial Pursuit*. ■ Tom Slizewski



Bet you don't know what IQ Confidential has in common with corduroy pillows? Well, we both make headlines! Get it? Head lines. You see corduroy is this fabric with lines in it, when you lay your head on it the lines "print" onto your skin, making headlines. Don't hold back, feel free to laugh until you cry. When you're over it, check out these items that may be making news headlines soon.

- **Uprising**, the first expansion for the comic book based **Jim Lee's C•23 CCG**, is due out this month but will likely be delayed. Fans have complained about the lack of art from superartist Jim Lee (less than 10 illustrations from the 162 card set are by Lee). There's talk of first releasing a very small expansion (perhaps only 30 cards) featuring mostly Jim Lee art and then going ahead with the larger *Uprising* set this fall.

- **The sun looks to be setting** on the fantasy roleplaying game *Earthdawn*. Though a critical success and brimming with imagination and new ideas, it never developed a large enough fan base. Its publisher, FASA Inc., would not confirm the game's demise at press time but several staffers assigned to it have reportedly been let go.

- There are strong hints from the developers of the *Legend of the Five Rings* CCG that the "new faction" entering the scene late in *The Hidden Emperor* storyline will be the **Ninja**.

- A new RPG from the makers of *Conspiracy X* is on the horizon. With the working title *Extinction*, the game will allegedly take the *Conspiracy X* mythos 80 years into the future. It's going to be an entirely new system, though, and be written by C. J. Carella of *Rifts*, *Witchcraft* and *Armageddon* fame.

- During our investigation as to **what's up with the Rage** CCG (see news story on page 26) we found out a few facts about the game. 1. *Rage* will now have "stronghold" cards like *LSR* and *Doomtown*. 2. During the Alpha action phase—similar to the Battle phase in *LSR*—any player's alpha can challenge any other player's alpha. 3. As a main phase action, a Silent Strider player can discard two cards from his sept hand to remove a Wyrn enemy from play. 4. The Red Talon tribe is the only one that gains renown for killing humans. In addition, if the Talon player has five human victims in the victory pile, he wins.

- *Scrye*, the irregularly published CCG magazine, has been sued for a **five-figure sum** in Rhode Island Superior Court by a popular fantasy artist claiming the magazine libeled him in a 1996 interview it ran.

- **Correction:** Some yahoo (OK, it was me) wrote in last month's News Bites that the *Star Wars* CCG *Special Edition* decks are fixed and playable out of the box. Well, they're neither and we apologize for any confusion.

Turns out all kinds of things make headlines if you lay on 'em long enough, especially barbed wire. I gotta get a band aid, see ya next month.

MAGIC UPDATES



GENERAL RULINGS

- When a creature is not in play, all asterisks (*) in its power and toughness are considered to be zero. For example, your Volrath's Shapeshifter is 0/0 if a Clone is on the top of your graveyard. This reverses the answer to one of the "Stumpers" in *InQuest* #40.
- If a triggered ability gives each player the chance to do something, the active player (the player whose turn it is) makes choices first. For example, when Abyssal Gatekeeper dies, the active player has to choose which creature to bury before the nonactive player does.

SPECIFIC CARD RULINGS

- If Invasion Plans is in play, creatures that require paying a cost to block cannot block, because the attacking player is the one who is assigning the blocks and the defending player is the only one who could pay the necessary costs. For instance, the Plans would make a creature enchanted with Awesome Presence effectively unblockable.
- Pandemonium causes creatures to deal damage equal to their current power, not their base power. For example, if Pandemonium and Dread of Night are out and a Serra Angel comes into play, it will only do three damage.
- When Fade Away resolves, each player counts the total number of creatures he or she controls, then makes the required number of payments and/or sacrifices. All sacrifices and payments take place simultaneously. For example, if you started out with two creatures, you could either pay {2}, pay {1} and sacrifice a permanent, or sacrifice two permanents. Note that you can't play mana sources during the resolution—you have to add the mana to your pool before the Fade Away resolves.
- If a Transmogrifying Lcid is Disenchanted in either form, switching forms in response will not save it from dying. It's a legal target for the Disenchant spell either way.

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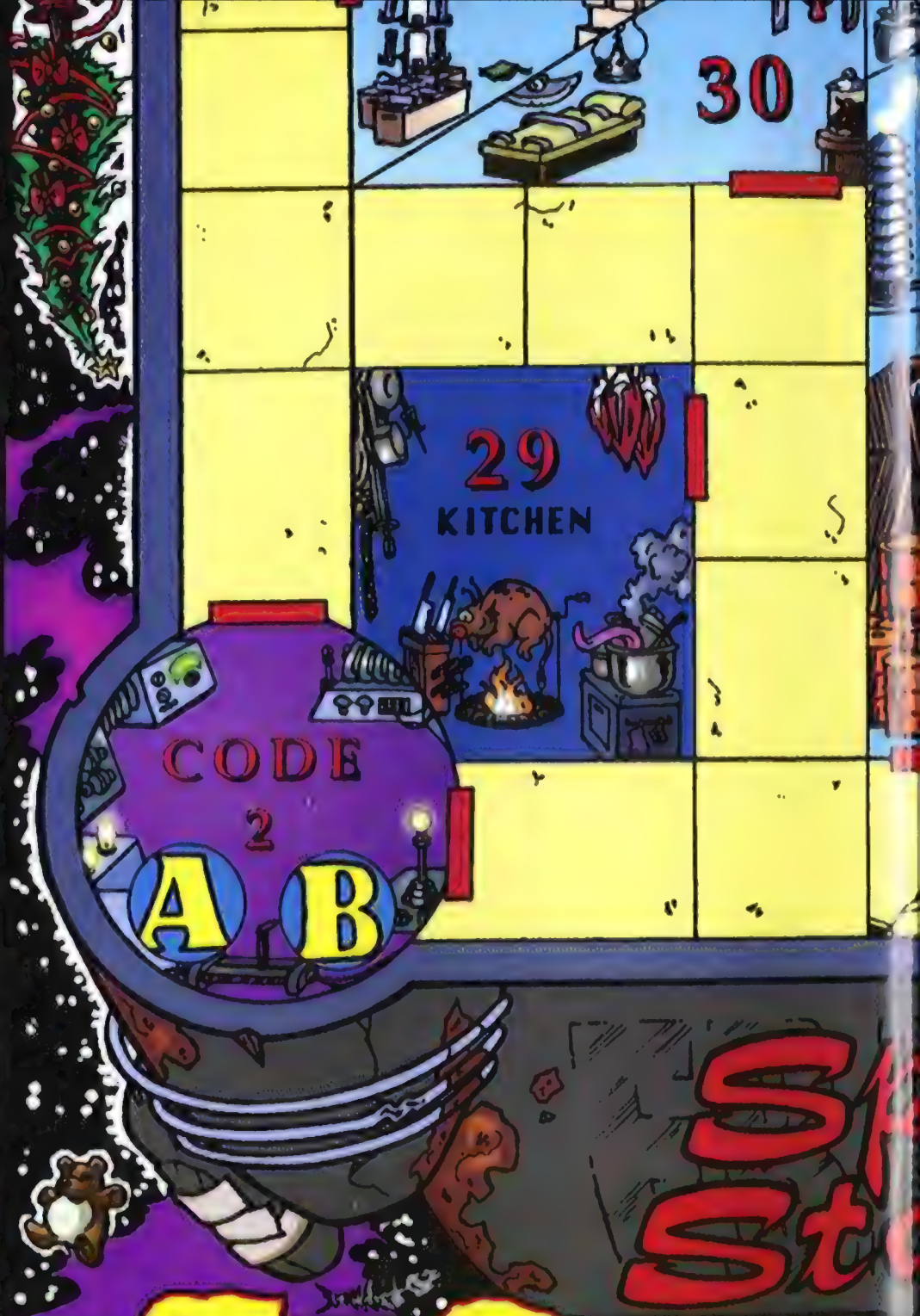
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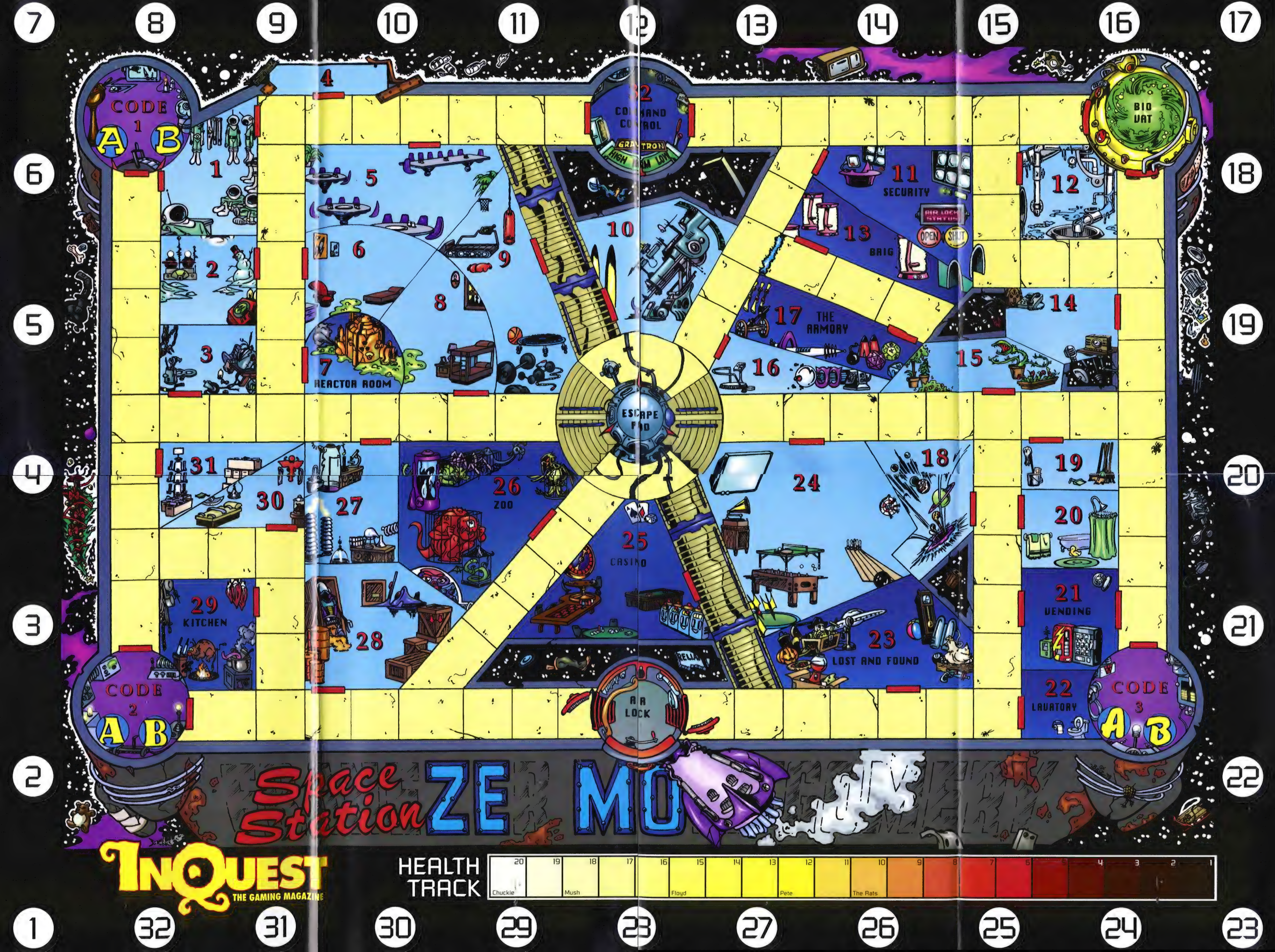
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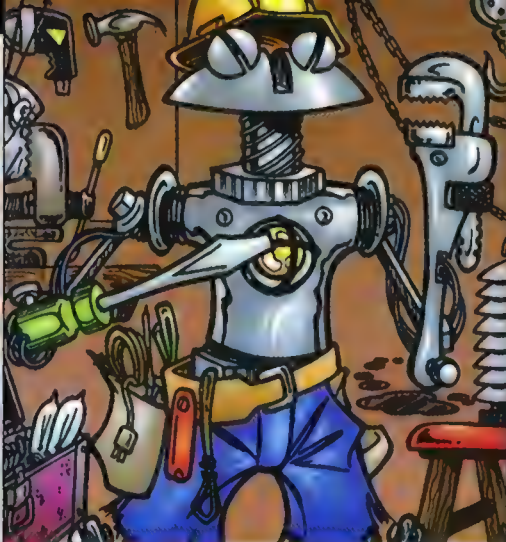
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INQUEST

THE GAMING MAGAZINE





Floyd the Droid

Movement: 206 +0

Fighting: 206 +0

Special: *Transformer Chassis*

Floyd may use his Action to transform himself, thereby changing his Movement, Fighting and Carrying abilities. He begins the game in his basic "Hauler" form and assumes this form whenever he's sent to the Bio-Vat. Other forms:

Zipper: Movement: 206 +2; Fighting: 206 -1; Carrying: 5
Gunner: Movement: 206 -1; Fighting: 206 +2; Carrying: 5

The Rats

Movement: 206 +3

Fighting: 206 -2

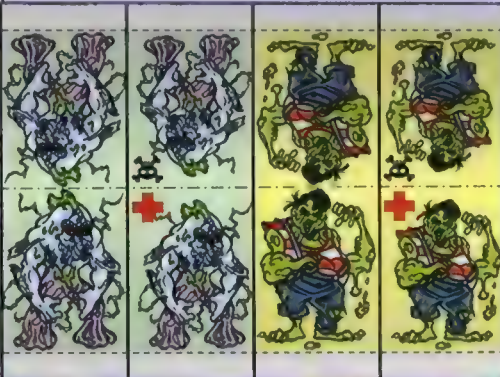
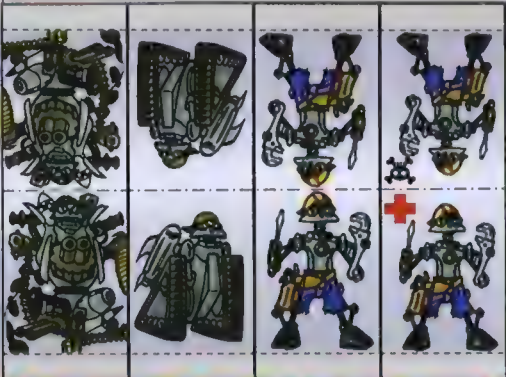
Special: *Rat Packs*

The Rats may use an Action whenever they're in a room to split into two Rat Packs or combine back into one. When Rats split, divide their Health any way you choose (not to exceed your current total). Rat player rolls only once for movement and divides up total among the two packs in any manner. When split, each Pack may conduct an Action. Rat Packs' Movement and Fighting modifiers are unchanged, but each can only carry (2). If one Rat Pack goes to Bio-Vat, they both do (recombining). Only the Rat Pack carrying the RTM card needs to be in the Escape Pod to win.

INQUEST

THE GAMING MAGAZINE

InQuest and Space Station ZEMO™ & © 1998 Wizard Entertainment Group Illustrations by Brian Douglas Rhern



Mush the Abomination

Movement: 206 +1

Fighting: 206 +0

Special: *Das Blinkenteleporten*

Instead of moving normally, Mush may announce it's teleporting. Roll two dice, multiply the result and place Mush in the resulting room. If the result is 36, you may place Mush in any room. Either way this ends its Movement.

Chuckie the Zombie

Movement: 206 -2

Fighting: 206 +2

Special: *Exploding Polypos*

Chuckie may use his Action to place a "polyup" in his current space/room. No more than one polyup may be placed in the same space. Any other character who enters a space containing a polyup takes 106 damage (removing the polyup). Every time Chuckie places a polyup he loses one Health.

Pete the Cook

Movement: 206 +0

Fighting: 206 +1

Special: *Commando Training*

Pete may conduct two different Actions every turn. He can Fight and Pick. Push and Shoot, etc.... He cannot do the same action twice.

Billy is asked to DM.

Billy has no time.

Billy says "yes" anyway.

Billy is screwed.

KNOCK
KNOCK
It's 6:30!



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AUGUST RELEASES

AD&D: Empires of the Shining Sea

Create new magic by forming alliances with outcast genies and the undead. Explore the Lake of Steam or the Lands of the Lions. Delve into magical and political history of the Calimshan area in this *Forgotten Realms* campaign expansion. TSR. Boxed set. \$29.95.

AD&D: Masters of the Eternal Night

Those wacky mind flayers are at it again! In the second part of a three-part series, the illithids are attempting to extinguish the sun, and that can't be good. TSR. 32 pages. \$9.95.

AD&D: A Guide to the Ethereal Plane

With links to all the elemental Inner Planes, the Ethereal Plane is one of the most traveled outer-planar realms. Now you can read about this exotic locale, where gravity and spells warp and nasty creatures like cerebral parasites make you feel very unwelcome. TSR. 96 pages. \$16.95.

Alternity: Arms and Equipment Guide

Over 100 far-future items are fully detailed with descriptions, game stats and illustrations for this *StarDrive* accessory. Whether you have your eye on some protective gear or a weapon of mass destruction, this book is a must-buy for technologically-minded *Alternity* fans. TSR. 96 pages. \$16.95.

Conspiracy X: Terra Incognita: International Sourcebook

You're not in Kansas anymore, Toto. As you travel across Japan, the Australian Outback and Hong Kong, you'll encounter new enemies and allies for Aegis calls and you'll discover long lost secrets as you search through Europe and South American jungles. This supplement also provides rules for creating foreign agents. Eden Studios, Inc. 160 pages. \$20.

Crusade RPG

The prophets and storytellers always assumed the final battle of the old gods would destroy the world of men. They were wrong. When the maelstrom came, the gods perished, but mankind survived. Now it's up to you to forge a new world out of this ensuing chaos. Archangel Entertainment. 256 pages. \$20.

continued on page 36

CAME REVIEWS [ONDECK]

Return to the Tomb of Horrors

"Every bit as deadly as the original."

In 1978, when plain old *Dungeons & Dragons* had just recently grown into AD&D, Gary Gygax created the ultimate death-trap. The *Tomb of Horrors* was a dungeon designed to kill high-level player characters (PCs). And even if you made it past all of the deadly rooms and pitfalls, you still had to deal with the demi-Lich Acerak. At the time, there was no villain more dangerous.

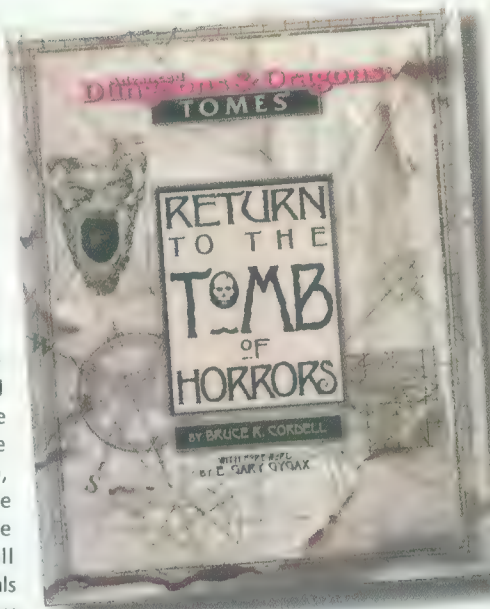
Twenty years have passed and Gygax has moved on, but the Tomb has been unearthed with the *Return to the Tomb of Horrors* boxed set. Just as dangerous as the original, this high-level module sends the PCs back to the Tomb, and beyond. But this is no simple dungeon crawl. The adventure comes complete with a small campaign setting and a series of trials that the PCs must overcome before they can even enter the Tomb.

Once they finally reach the legendary crypt, you get to whip out an exact copy of the original module, right down to the back cover's expansive list of every published AD&D module—all six of 'em. The module is untouched...even the stats are original 1st edition. It's a nice homage to the early days of AD&D.

In addition to the old reprint, the boxed set contains a 160-page book which details the adventure and settings from start to finish, full-color maps, a monster booklet and one of the best features of the package—a black-and-white illustration book with 60 excellent images to help your players see the action as the adventure unfolds.

The adventure itself is well-done. It'll take several sessions to get to the original tomb, and probably several more to get into the meat of the module. Along the way there are plenty of pitfalls and encounters to challenge even the highest-level adventurers, and it's all just a warm-up to the main event. I won't divulge any secrets here, but the vast array of puzzles and dangers is every bit as good as the original.

The module's only major failing is that the overall story has little play in the actual adventure. It could have been inter-woven better with many of the encounters, but it's clear that this is "dungeon" crawl first, and that's just fine. Kudos to TSR for doing the original *Tomb of Horrors* justice by putting out the best mega-adventure since *Dragon Mountain*. ■ Jeff Hannes



the box RETURN TO THE TOMB OF HORRORS

GAME: AD&D
PUBLISHER: TSR
GENRE: FANTASY
RELEASE: JULY 1998
PACKAGING: BOXED SET
SUGGESTED RETAIL: \$29.95



THE BEST



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GOOD



OKAY



WEAK



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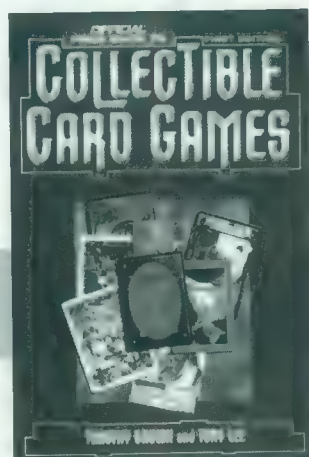
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AUGUST RELEASES

Extraordinary Adventures of Baron Munchausen

Don your tricorne hat and hitch a ride on a cannonball to match wits with the biggest teller of tall tales ever born. Yes, friends, it's an RPG written by Baron Munchausen himself. Naturally the Baron sneers at resolving actions with mere dice, so he uses gambling and fine wine instead. Hogshead Publishing. 24 pages. \$5.95.

Legend of Five Rings RPG: Tomb of Iuchiban

Alderac does the classic tomb raid *L5R* style as the characters face the dread sorcerer Iuchiban in his hidden lair. *L5R*'s second boxed set contains adventures, a map of the tomb and all the info you'll need to run hours of underground fun in two 96 page books. Alderac Entertainment Group. \$29.95.

Magic: Art of Magic Poker Decks

So you're a big poker fan and a big *Magic* fan... Now you get 'em both in the same package. That's right. Not only is it suitable for card games of all types, but the *Magic* poker deck face cards each come with one of your favorite *Magic* illustrations: Shivan Dragon, Serra Angel, Jester's Cap, Wizards of the Coast. Two 54-card decks. \$12.99.

RuneQuest: Slayers

A new incarnation of the classic *RuneQuest* RPG, *Slayers* is characterized by quick and fierce battles while managing to keep all the strengths of the classic game it's based on. No sign of Lina Inverse, though, plucky heroine of the popular anime fantasy series of the same name. Avalon Hill Game Co.

Shadowrun 3rd Edition

The bestselling RPG gets a whole new look and feel. Though the core rules remain essentially the same, this edition presents them in a more user-friendly style. Also updates the *Shadowrun* timeline. FASA Inc. \$25.00

Vampire Dark Ages: Transylvania Chronicles 2

It isn't a great time to be dead in Wallachia, but at least things are about to get worse, because you're poised on the cusp of the Anarch Revolt. Get drawn into the schemes of a little princeling named Vlad Tepes. Trust us, this guy won't amount to a hill of beans. White Wolf Games. 120 pages. \$15.00.

[ONDECK]

The Shadows

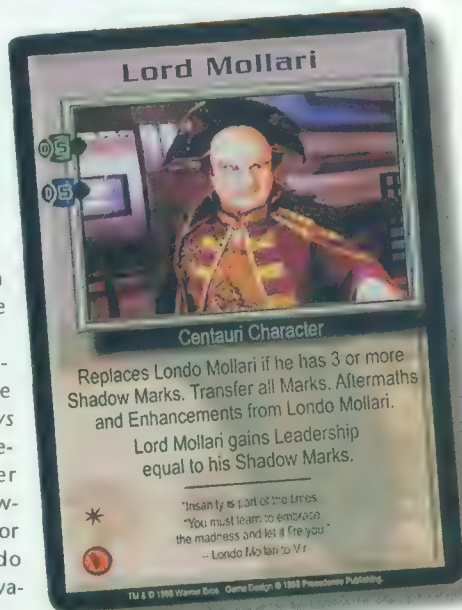
The Shadows are nasty, ruthless and very powerful. In *The Shadows*, the first expansion for the *Babylon 5* CCG, they're all over the place. Luckily, the Vorlons are around to keep them in check—that is, if someone is actually playing with Vorlon cards in his deck...

The main focus of the set is not just the Shadows, but all of the events going on when they started showing themselves openly—that means the Vorlons have a presence as well. However, you don't actually play as the Shadows or Vorlons. Instead, your group—Humans, Centauri, Narn or Minbari—can sponsor cards for one of these elder races.

Keeping the theme of following the timeline of the television series, *The Shadows* includes several new, more experienced versions of older characters, including more powerful incarnations of Ambassador Kosh, Mr. Morden and Londo Mollari. There are no new innovations as far as card types or additional rules, but with the increased presence of the Vorlons and Shadows, you might end up starting the Shadow War.

What makes *The Shadows* a great expansion is the impact it has on the overall game. The expansion makes *B5* more playable, adding cards that make several of the original cards more useful and cards that stop some of the strategies that were too abusive. There are also some great general utility cards, like Mobilize Reserves, which allows any non-homeworld fleet to ignore the restriction that it can only participate in a conflict targeting you. The unrest rules, which really weren't explored in the original game, become a significant factor now. There are enhancements that can make cards more expensive or force you to discard cards from play, so watch out. On the down side, if one person is supporting the Vorlons or Shadows and the other race is not represented, it can be a little one-sided. Plus the game is still rare-driven;

"Set the Shadows and Vorlons against each other and watch the sparks fly."



the box

THE SHADOWS



GAME: *BABYLON 5 CCG*
PUBLISHER: PRECEDENCE
GENRE: SCIENCE FICTION
SET SIZE: 203 CARDS
RELEASE: JUNE 1998
PACKAGING: 12-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$2.95 PER BOOSTER

you do get two rares per pack, but there are 100 rares! And despite the changes, there are still some degenerate decks out there.

But overall, *The Shadows* expansion adds a lot to the game, especially if you play the game with four people. It really balances things out, and it'll allow players to beef up their decks and win with style.

Jason Robinette



[ONDECK]

Middenheim: City of Chaos

"Plenty of heads to break."

The classic "Enemy Within" *Warhammer* RPG campaign ranks as one of the best campaign settings ever published. Hogshead's edition of *Middenheim: City of Chaos* is a worthy supplement for this setting, one which details a bustling Renaissance pseudo-German citystate.

Middenheim offers up a solid mix of background and practical material, all neatly and sensibly organized. You get essays on city politics, the military, law enforcement, temples, cults, guilds—and suggestions on drawing characters into any of these factions.

You also get great practical material, like a full-color fold-out



ter filled with descriptions of typical shops—including scads of floor plans ranging from the ruler's palace to Drucker's Printshop.

There's something for every level of game play in *Middenheim*. If the PCs want to bash bad guys, no problem. There are plenty of heads to break, from merchant-class cultists grouching against the nobility to liches lairing in the sewer system. Want to hob-nob with the elites? There are bios and stats for many of *Middenheim*'s well-to-do—even notes on where they hang out after work.

The best aspect of *Middenheim* is its adaptability. Most of the material can easily be modified to suit a wide variety of fantasy campaigns and game systems.

No book is perfect, of course. Many essays are necessarily brief, given that this is a 96 page book rather than a boxed set. And while the many floorplans are cool, many aren't very detailed. But considering all you *do* get for \$16.95—including a color city map—*Middenheim* is a fantastic deal.

There have been some excellent fantasy city supplements published over the years, from the legendary *Citystate of the Invisible Overlord* to LSR's *City of Lies*. *Middenheim*, in terms of quality and value, ranks as one of the very best. ■ Paul Sudlow

the box

CITY OF CHAOS



GAME: **WARHAMMER FANTASY ROLE-PLAY**
PUBLISHER: **HOGSHEAD PUBLISHING**
AUTHOR: **CARL SAGENT**
FORMAT: **96 PAGES**
GENRE: **FANTASY**
RELEASE: **JUNE 1998**
SUGGESTED RETAIL: **\$16.95**

player's map. *Middenheim* has tons of basic building blocks of city adventuring: adventure ideas, encounters with over 25 character types, price lists, city watch schedules, a gazetteer describing each city quarter and a chap-

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UNDER CONSTRUCTION

How to build riveting *Magic* decks for any tournament format

By the InQuest staff

Classic, Classic Restricted, Extended, Standard... There are so many different tournament formats these days, it's hard to figure out which one to play in. Sure, Standard is the most popular, but what if you want to use some of your old cards? Well, there's Extended, but what if you want to take advantage of those Moxes you traded your soul for?

Well, why not construct a deck that works in any of these formats? It may sound like an impossible dream, but a solid theme can work in multiple formats. As long as you limit your foundation to cards that are legal in Standard, you can make the deck fit into any of the major formats. In the next few pages, we'll show you how you can adapt a basic concept to the three most popular constructed-deck formats: Standard, Classic and Extended.

THE FOUNDATION

For our foundation we decided to start with a cool concept that is also capable of delivering some punch—Slivers. There are many ways to go with a Sliver deck, but if you want it to be effective, there are a few cards with which you should definitely begin.

The green Muscle Sliver is the only one of its kind with cumulative effects; the more you have in play, the better. The blue-white Crystalline Sliver makes your basic strategy viable by protecting your creatures. Black-red Acidic Slivers are the next best, but let's keep the foundation manageable by limiting it to three colors. Blue Mnemonic Slivers give you card-drawing power, always a useful ability, and the green-white Virtual Slivers give you massive life-gaining potential.

Rounding out the basic Sliver strategy are two must-haves—Heartstone and Sliver Queen. Okay, so the Queen's more than three colors, but we'll deal with that problem later. With an artifact cost, Heartstone fits into our plans nicely and drops our sliver abilities down to a single mana per effect. This is the basic foundation of a deck that

can work in any tourney format. Now, all we have to do is build the rest of the structure, tailoring each deck to its tournament environment.

TODAY'S STANDARD

With ridiculous cards like Pandemonium and Hatred coming out in each new expansion, and older sets rotating out, the Standard environment (Type II) is constantly changing. However, as long as 5th Edition is the basic set there are a few constants, like Armageddon, Wrath of God and dual lands. Throw Cursed Scroll into the mix and you've got a lot to consider when building a deck for Standard.

Decks relying on creatures will usually need some sort of defense against these spells to be effective. The most reliable defense is counter magic, but the lack of dual lands makes it difficult to include the original two-blue Counterspell unless you've already got a focus on blue. This is why the easier-cast Mana Leak makes a big difference in Standard; its one-blue, one-other casting cost makes it splashable into decks with three or more colors. Null Brooch is another option—but only if your deck intends to unload spells quickly.

Cursed Scroll has become so popular that it's another card you can count on running into. If you can't get rid of it, can you and your creatures withstand a two-point smack every turn? And if you can't counter an Armageddon, how will your deck do in the post apocalypse? A good Standard deck needs to consider all of these factors.

THE STANDARD DECK

In Standard, you need to focus on one primary strategy, even more so than in other formats. Try and do too many things and you'll get blown out of the water if your opening draw is even slightly off. If you're using Slivers, then they're your focus—and beating down your opponent by attacking with them.

But creatures are fragile, and unless you have a way

THE CORE CONCEPT

ARTIFACTS

1 Heartstone

BLUE

2 Mnemonic Sliver

GOLD

4 Crystalline Sliver

1 Sliver Queen

2 Victual Sliver

GREEN

4 Muscle Sliver



STANDARD SLIVERS

ARTIFACTS

1 Coat of Arms

2 Heartstone

1 Null Brooch

GOLD

4 Crystalline Sliver

2 Sliver Queen

2 Victual Sliver

BLUE

4 Mana Leak

2 Mnemonic Sliver

2 Winged Sliver

GREEN

4 Birds of Paradise

4 Muscle Sliver

2 Natural Order

2 Survival of the Fittest

WHITE

2 Disenchant

2 Shackles

LAND

3 Adarkar Wastes

3 Brushland

2 City of Brass

5 Forest

4 Gemstone Mine

5 Island

2 Quicksand

to protect them, you won't be able to set up much of a strategy. The card that makes this deck viable is the Crystalline Sliver. Wrath of God can still take them out, so into the deck go protection spells like Mana Leak and Null Brooch. In order for the Sliver strategy to be effective, it is critical that you get a Crystalline into play as soon as possible, ideally followed by a Muscle Sliver or two. Survival of the Fittest fits the bill perfectly, letting you dump unneeded Slivers—most notably, duplicates of ones you already have in play—for the key ones.

And then there's the Queen. Between all the pain lands, depletion lands and other difficult-to-use multilands, getting her into play can be a problem. The answer is Natural Order, an oft-forgotten *Visions* sorcery that lets you sacrifice a green creature to search your library for a green creature and put it into play.

The ideal combo goes something like this: first-turn Birds of Paradise, second-turn Crystalline Sliver, third-turn Natural Order (sacrificing the Birds) and presto! Untargetable 7/7 creature. Hang onto a Mana Leak for the Wrath of God and it's lights out for your opponent.

CLASSIC MOVES

Make no bones about it, the Classic Type I environment is all about high-powered, high-cost cards. Sure, it's possible to win without the big guns, but your typical Classic deck will include the "Power Nine"—Ancestral Recall, Time Walk, Timetwister, Black

Lotus and the five Moxes. These cards are no-brainers; if you're not planning on playing blue, add some dual lands.

Classic is also the only sanctioned tournament format which has cards that are restricted to one per deck. Obviously the Power Nine are among these, but there are several other potent cards that work in a wide variety of decks. Some of the best and most useful include Demonic Tutor, Regrowth, Sol Ring and Wheel of Fortune.

Contrary to popular belief, it's not enough to just throw a bunch of restricted cards into your deck. Like any good tournament deck, you need a theme. Fortunately, the options in Classic are truly limitless. One of this format's greatest advantages is speed. In other tournament formats, many strategies don't work because they take too long to set up—but not in Classic. Thanks to colorless speed inducers like Sol Ring and the Moxes, just about any deck concept can work.

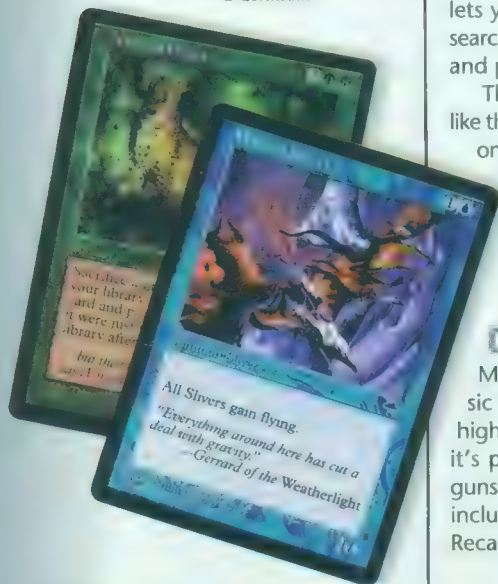
THE CLASSIC DECK

So what kind of theme can you build around a dozen Slivers? Well, obviously there's the creature aspect. With dual lands at your disposal, you can include juicy critters like the Acid and Barbed Slivers. That's a good start, but in this high-powered environment, you're going to need something more.

For the secondary theme, how about taking lots of turns to make the most of those Slivers. The deck's already got a Time Walk, and thanks to Reclaim—*Exodus'* instant Regrowth—there are some big-time possibilities for recursion. Throw in a Timetwister and some library manipulation, and you've got the tools to set yourself up for infinite turns.

Of course, this concept isn't going to work if you don't draw your Time Walk. Fortunately, there are plenty of cards that can help you. Demonic Tutor and Vampiric Tutor will help you dig the Walk out of your deck if you don't draw it in your initial hand, as will Timetwister and Wheel of Fortune. And in a pinch, Time Warp makes a fine backup.

So where do the Slivers fit into all this? Besides being your source of damage-dealing, there is a potent combo which makes the deck click: Sliver Queen, Mnemonic Sliver and Heartstone. Put 'em together, and cards are yours for a mere two mana each. This makes spells like Vampiric Tutor and Reclaim much more potent, allowing



you to get that Time Walk or Timetwister into your hand quickly.

The real key to the deck is Timetwister. While the Time Walk lets you take the extra turns, the Timetwister keeps it going by continually giving you cards to recycle the Walk. With enough mana, you can reasonably set up an infinite-turn combo by turn six or seven—at which point you can kick your opponent's butt with Slivers. What fun!

EXTENDED PLAY

Extended falls somewhere between the “anything goes” Classic environment and the “only the new stuff” Standard tourney scene. With cards from *The Dark on*, Extended features a number of high-powered options—dual lands, Icy Manipulators, Hymn to Tourach, Jester's Caps—without the pain of the really expensive or abusive cards. In fact, any card which is restricted in the Classic format is out-right banned in Extended.

With so many more sets to choose from than Standard, obviously, there are lots more deck types and strategies to consider. In general, expect quicker, more versatile play as players have access to multilands and more artifact mana. Don't count creatures out either. Extended has a slew of great creatures from which to choose, so most decks are high in creature elimination or mass destruction of some form. Finally, prepare to fight it out against cards that you may have forgotten, but once gave you fits: Jester's Cap, Erhnam Djinn, Autumn Willow, or even *Fallen Empires'* thrulls.

THE EXTENDED DECK

The gist of the Extended Sliver deck is card advantage. In almost any game of *Magic*, if you consistently outdraw your opponent, you're going to be able to play more creatures, more spells and more artifacts—eventually running over the poor boob like a possum on the Autobahn. If your opponent doesn't have that Wrath of God in his hands to get rid of your untargetable slivers, or you draw that timely Icy Manipulator to pave the way for your guys, he's roadkill.

To build the Extended deck, we followed this simple rule: What cards in Extended can we abuse? The cheap discarding ability of Hymn to Tourach came to mind, as did the card-drawing ability of Elkin Bottle. Throw in Mnemonic Slivers for card-drawing powers, then put the discarding together with an *Ice Age* Mind Warp, the Mindwhip Slivers and The Rack for damage from a low hand size, and you've got the makings of an old-fashioned hand-destruction deck. The rest is pure creature beatdown.

The InQuest staff are like slivers; the more you have in one place at the same time, the more obnoxious they get.

CLASSIC SLIVERS

ARTIFACTS BLUE

- 1 Black Lotus
- 1 Heartstone
- 1 Mox Emerald
- 1 Mox Jet
- 1 Mox Pearl
- 1 Mox Ruby
- 1 Mox Sapphire
- 1 Sol Ring

- 1 Ancestral Recall
- 2 Mnemonic Sliver
- 1 Recall
- 1 Time Walk
- 1 Time Warp
- 1 Timetwister

WHITE

- 2 Disenchant
- 3 Swords to Plowshares

LAND

- 1 Bayou
- 4 City of Brass
- 1 Plateau
- 2 Savannah
- 1 Scrubland
- 1 Taiga
- 2 Tropical Island
- 3 Tundra
- 1 Underground Sea
- 1 Volcanic Island

GREEN

- 4 Muscle Sliver
- 3 Reclaim
- 1 Regrowth

RED

- 1 Barbed Sliver
- 1 Wheel of Fortune

GOLD

- 2 Acidic Sliver
- 4 Crystalline Sliver
- 1 Sliver Queen
- 2 Virtual Sliver

BLACK

- 1 Clot Sliver
- 1 Demonic Tutor
- 2 Vampiric Tutor



EXTENDED SLIVERS

ARTIFACTS

- 1 Elkin Bottle
- 1 Heartstone
- 1 Icy Manipulator
- 1 The Rack

BLACK

- 2 Clot Sliver
- 3 Mindwhip Sliver
- 2 Dark Banishing
- 4 Hymn to Tourach
- 1 Mind Warp
- 2 Necropotence
- 1 Vampiric Tutor

BLUE

- 2 Mnemonic Sliver

GOLD

- 2 Acidic Sliver
- 4 Crystalline Sliver
- 1 Sliver Queen
- 2 Virtual Sliver

GREEN

- 4 Muscle Sliver

WHITE

- 1 Disenchant
- 1 Wrath of God

LAND

- 4 Badlands
- 4 Bayou
- 2 City of Brass
- 4 Gemstone Mine
- 1 Plateau
- 1 Savannah
- 1 Tropical Island
- 2 Tundra
- 4 Underground Sea
- 1 Volcanic Island





CRITICAL



HITS

InQuest picks the top 20 roleplaying games of all time

By Sean Patrick Fannon, Jason
Schneiderman and the *InQuest* staff

WE'VE DONE IT WITH CARD GAMES.

We've done it with books.

So, we figured, how tough could it be to assemble a list of the best RPGs of the past 20 years? You know, the ones that everyone ought to try when they get the chance. And, we figured, since RPGs are longer than most books and more plentiful than COCs, we'd do a more manageable list. Say, the top 20. We gathered our intrepid staffers, herded them into the warehouse with a crate full of dice, 10 reams of paper and a gross of pencils and sent them to work.

A few weeks later, the list of names emerged, scribbling and scrawling "Remember... *BlackCrab*... *Spindler*..." to himself over and over again. We'll miss him. But we got our list.

PHOTO BY PHIL KAPLAN

STYLING: NANCY LEONARD. HAIR: JEFFREY BROWN. MAKEUP: JILL KIM.

20. RIFTS

Publisher: Palladium Books

Release Year: 1983

Core Book: *Rifts*

Approximate Retail: \$25

The Gist: In a far-flung future, Earth is ravaged by interdimensional rifts, through which anything and everything comes through.

Why It's Cool: One of the industry's few outstanding sci-fi RPGs, *Rifts* is an "everything and the kitchen sink" game. Robots, magic, psionics, cybernetics. You name it, the *Rifts* setting has it.

Why It's #20: No major points for originality in the game mechanic sections—they're a loose variation on *Dungeons & Dragons*—but scads of fans continue to make *Rifts* one of the all-time best sellers.

Completeness	B+
Setting/Genre	B+
Character Generation	B+
Combat/Skill Resolution	B+
Presentation	B+
Coolness/Innovation	B-



19. WARHAMMER FANTASY ROLE-PLAY

Publisher: Hogshead Publishing

Release Year: 1986

Core Book: *Warhammer Fantasy Role-play*

Approximate Retail: \$28

The Gist: It's high fantasy with a dark edge, set in the incredibly detailed and dynamic *Warhammer Fantasy* universe.

Why It's Cool: The sheer "bash heads" fun of the *Warhammer* miniatures game shines through. There are over 100 character archetypes to choose from in the core book alone, letting you jump right into the action.

Why It's #19: More story-oriented roleplaying fans may struggle with miniatures-oriented game rules, but it tracks nicely with the extremely popular *Warhammer* universe. Plus, the truly European flavour of England's favourite game gives the setting a unique feel.

Completeness	B
Setting/Genre	A
Character Generation	B+
Combat/Skill Resolution	B+
Presentation	B+
Coolness/Innovation	B-



18. HEAVY GEAR

Publisher: Dream Pod 9

Release Year: 1994

Core Book: *Heavy Gear Rulebook*

Approximate Retail: \$30

The Gist: Anime-style giant robots blow things up amidst personal angst and political intrigue.

Why It's Cool: A well-developed setting, excellent artwork and a faithful presentation of a very popular genre stand out. There's a great focus on roleplaying, but there's also plenty of opportunity for bashing things in tactical miniatures-like combat.

Why It's #18: There are several sci-fi



GRADES

All the games on our list are commonly available at game stores. After all, what good is a great game if you aren't able to get it and play

it, right? Each was judged in the following categories:

COMPLETENESS/SUPPORT: A measure of how much material is available for a game, along with how much of that material is necessary to run that game well.

SETTING/GENRE: Is the game world interesting and developed enough to run campaigns in? Alternately, this also measures how well a game models a particular type of story, rather than a specific place. *Champions*, for example, doesn't have much of a setting, but does a lot to help create a superheroic type of adventure.

CHARACTER GENERATION: You can't play any of these games without making a character, so this is usually the first side of a game that a player experiences.

COMBAT/SKILL RESOLUTION: Roleplaying is about conflict. A good system allows a player to get the dice-rolling out of the way as quickly as possible; going from decision to result should be smooth. If it's a great game, it'll be fun as well.

PRESENTATION: The days when you could sell a spiral-bound game run off on the school ditto machine are long gone. This category takes into account all the aesthetic aspects of a game, like writing and art.

COOLNESS & INNOVATION: What separates a game you play from one you read and leave on the shelf. It's a combination of new ideas, interesting execution and the all-important "fun factor."

We graded each category just like your school report card. However, the first four categories, being the most important, were weighted twice when determining the final tally.

anime-style RPGs on the market; despite some overly complex core mechanics, *Heavy Gear* is the best.

Completeness	B+	Combat/Skill Resolution	B
Setting/Genre	B+	Presentation	B+
Character Generation	B	Coolness/Innovation	B+

17. MIND'S EYE THEATRE

Publisher: White Wolf Game Studio

Release Year: 1993

Core Book: *The Long Night*

Approximate Retail: \$11

The Gist: You're a vampire. No, really. In *Mind's Eye Theatre*, the live-action version of *Vampire: The Masquerade*, you get to walk, talk and act like a vampire.

Why It's Cool: MET offers the chance to dress up, chew the scenery and focus on acting rather than numbers. There are no dice, giving you a chance to get deeply into character.

Why It's #17: The game as a whole is still largely undeveloped, and "sanctioned" games have more errata than *Magic*. But you can learn the rules in five minutes and live-action gaming is a great way to bring large groups of new gamers into the hobby.

Completeness	B
Setting/Genre	B+
Character Generation	B+
Combat/Skill Resolution	B+
Presentation	B+
Coolness/Innovation	B+



16. FENG SHUI

Publisher: Daedalus

Release Year: 1996

Core Book: *Feng Shui*

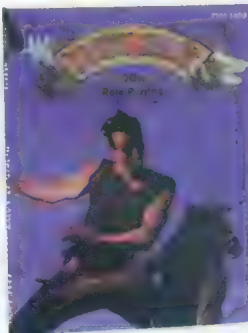
Approximate Retail: \$30

The Gist: Time-traveling, dimension-hopping warriors defend the world from mad scientists, twisted sorcerers and shadowy conspiracies, kicking tons of ass in the process.

Why It's Cool: No game better captures the excitement of being in an action movie, whether it's a Jackie Chan martial arts jam or the latest Schwarzenegger shoot-out.

Why It's #16: *Feng Shui* gets high marks for rapid pace, genre accuracy and creative combat, but the different settings aren't explored very deeply and character generation is limited.

Completeness:	2
Setting/Genre:	4
Character Generation:	4
Combat/Skill Resolution:	4
Presentation:	4
Coolness/Innovation:	4



15. PARANOIA

Publisher: West End Games

Release Year: 1984

Core Book: *Paranoia*

Approximate Retail: \$20

The Gist: You're a secret agent in a high-tech "utopia" run by an insane computer. Think George Orwell meets the Three Stooges.

Why It's Cool: *Paranoia's* Alpha Complex setting perfectly mixes satire and slapstick. Each session is loaded with backstabbing, betrayal, butt-kissing and endless high-technology mishaps. And, since each player has six lives to spend, you can die in lots of interesting ways and keep on playing.

Why It's #15: Despite mechanics that are nothing special, *Paranoia* succeeds at being the best of all humor-oriented RPGs.

Completeness:	2
Setting/Genre:	4
Character Generation:	4
Combat/Skill Resolution:	4
Presentation:	4
Coolness/Innovation:	4



14. ARS MAGICA, FOURTH EDITION

Publisher: Atlas Games

Release Year: 1996

Core Books: *Ars Magica* and *Houses of Hermes*

Approximate Total Retail: \$35

The Gist: A historically accurate fantasy version of medieval Europe, centered on a great society of wizards.

Why It's Cool: The game takes place on a legendary scale—each session is a season of game time—allowing for truly great stories. Players build their characters together, as a covenant, along with the castle and resources they share.

Why It's #14: Innovative gameplay and a rich setting are the highlights, as is a magic system that is second to none. Unfortunately, non-magical tasks like combat get the short end of the wand.



Completeness:	2	Combat/Skill Resolution:	4
Setting/Genre:	4	Presentation:	4
Character Generation:	4	Coolness/Innovation:	4

13. OVER THE EDGE

Publisher: Atlas Games

Release Year: 1992

Core Book: *Over the Edge*

Approximate Retail: \$22

The Gist: All the weirdness in the world converges on Al Amarja, a Mediterranean island that's not on any map.

Why It's Cool: Chris Carter should own this game. It captures "modern surreal" better than any other system.

Why It's #13: You'll know more about Al Amarja than your hometown when you're done reading the book, and no matter how bizarre your concept, the freeform character generation system can handle it with style. Mechanics are on the simple side, though—easy to learn, but the lack of complexity sometimes limits the excitement.



Completeness:	2
Setting/Genre:	4
Character Generation:	4
Combat/Skill Resolution:	4
Presentation:	4
Coolness/Innovation:	4

12. CYBERPUNK 2.0.2.0.

Publisher: R. Talsorian Games

Release Year: 1990

Core Books: *Cyberpunk 2.0.2.0.* and *Listen Up You Primitive Screwheads*

Approximate Total Retail: \$35

The Gist: It's the future as envisioned by William Gibson, loaded with cybernetic implants, virtual reality hacking, megacorporations and high-tech slums.

Why It's Cool: *Cyberpunk* is a pure "cyberpunk" game. No magic, no psionics—just loads of technology and a lot of attitude. Both the system and the setting help you leap head-first into the genre; for example, there's a Lifepath background generator which lets you develop a detailed character history in minutes.

Why It's #12: While *Cyberpunk* doesn't necessarily excel in any one area, it's still one of the most solid all-around games and an outstanding tribute to its genre.

Completeness:	2
Setting/Genre:	4
Character Generation:	4
Combat/Skill Resolution:	4
Presentation:	4
Coolness/Innovation:	4



11. DEADLANDS

Publisher: Pinnacle Entertainment Group

Release Year: 1996

Core Books: *Deadlands* and *The Quick and the Dead*

Approximate Total Retail: \$45

The Gist: Undead gunslingers. Riverboat gamblers who cast spells. Mad scientists toting rocket packs in 1876 while the Civil War still rages. The wild frontier was never like this.

Why It's Cool: There's no RPG quite like



Deadlands. While other games have taken a stab at the Old West, none have come up with such an innovative approach. The unique mechanics, which mix dice and poker, are a blast to play.

Why It's #11: *Deadlands* has a great setting, which begs to be explored. The rules are more than a little complex, though, and you'll need to buy lots of source material.

Completeness:	→	Combat/Skill Resolution:	→
Setting/Genre:	→	Presentation:	→
Character Generation:	→	Coolness/Innovation:	→

10. GURPS

Publisher: Steve Jackson Games

Release Year: 1986

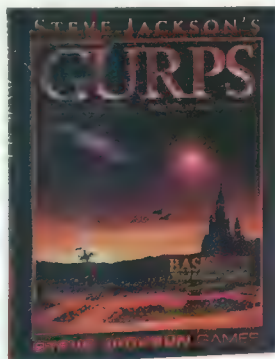
Core Book: *GURPS Basic Set*

Approximate Retail: \$25

The Gist: The Generic Universal RolePlaying System—all you need are the core rules and a supplement or two and you can run any kind of game you want.

Why It's Cool: Medieval fantasy, cyber-tech sci-fi, modern conspiracy, 19th century Russia. Whatever game you want, the *GURPS* system supports it. Best of all, characters from one genre can easily be ported over to another, giving both GMs and players a ton of flexibility.

Why It's #10: Clear and concise writing combined with a great layout make the mechanics easy to grasp. Though there is no core setting, there are a huge number of support books—many of which are the best in roleplaying has to offer—featuring dozens of settings. Unfortunately, not all genres work perfectly within the basic framework. Sometimes, if you want to run a game in a specific genre, you're better off going with a game where that genre is the focus.



Completeness:	→
Setting/Genre:	→
Character Generation:	→
Combat/Skill Resolution:	→
Presentation:	→
Coolness/Innovation:	→

9. PENDRAGON

Publisher: Chaosium Inc.

Release Year: 1985

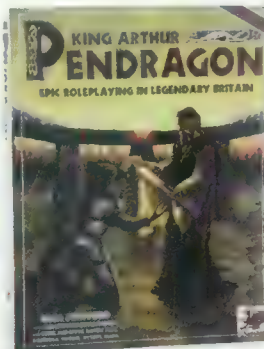
Core Book: *Pendragon*

Approximate Retail: \$27

The Gist: Take the role of a knight of the Round Table or a Celtic wizard in a thorough and detailed RPG covering the Arthurian legends.

Why It's Cool: With rules for epic quests, social interactions and the creation of an entire family of heroes, your roleplaying experience goes well beyond the bounds of simple monster-bashing and treasure-taking. This game captures all the essence and glory of the legends of King Arthur, from the historical lands of early Britain to magical quests to noble jousts.

Why It's #9: The game mechanics are only fair, but the emphasis on the lives and duties of knights and other notables in Arthurian legend, as opposed to just combat, makes this a real thinking person's game and a storyteller's delight.



Completeness:	→
Setting/Genre:	→
Character Generation:	→
Combat/Skill Resolution:	→
Presentation:	→
Coolness/Innovation:	→

8. SHADOWRUN

Publisher: FASA Corporation

Release Year: 1989

Core Book: *Shadowrun*

Approximate Retail: \$25

The Gist: "Bladerunner" meets Tolkien. Megacorps managed by dragons run the world and hunt for technological secrets on the mean streets, where you're just as likely to meet an elf hardwired into the Net as you are a Native American shaman or cyborg mercenary.

Why It's Cool: Whether you're looking for a fantasy- or tech-based genre, you've got it here. Every situation you encounter is bound to be surprising due to the strange melding of genres; everything old in fantasy and sci-fi is new again in *Shadowrun*'s dark-future setting.

Why It's #8: A great deal of attention is paid to the atmosphere and attitude of the game, and excellent art and writing reflect this. Unfortunately the mechanics can be clunky at times, enough to keep *Shadowrun* from rising higher than #8.



Completeness:	→
Setting/Genre:	→
Character Generation:	→
Combat/Skill Resolution:	→
Presentation:	→
Coolness/Innovation:	→

7. ADVANCED DUNGEONS & DRAGONS

Publisher: TSR

Release Year: 1978

Core Books: *Player's Handbook*, *Dungeon Master's Guide* and *Monstrous Manual*

Approximate Total Retail: \$90

The Gist: The mother of all roleplaying games, *AD&D* lets players adventure everywhere from fantasy to dungeons to medieval cities to other-worldly planes.

Why It's Cool: *AD&D* is the most popular, most well-supported RPG there is. If it wasn't for *Dungeons & Dragons*, there would be no roleplaying industry. With over 600 published adventures and supplements, your options are limitless.

Why It's #7: You mean *AD&D* didn't get #1? In 1978 it had the top spot, but with only one major revision in 20 years—1989's 2nd Edition—the granddaddy of gaming has dropped in the ranks. The class-based character system and the unrealistic combat rules are vastly out-of-date, having shown little improvement in the last decade. Still, the rules many gamers grew up are nostalgic fun and the game's support is unmatched, shoring up *AD&D*'s spot at a reasonable #7.



Completeness:	→
Setting/Genre:	→
Character Generation:	→
Combat/Skill Resolution:	→
Presentation:	→
Coolness/Innovation:	→

6. LEGEND OF THE FIVE RINGS

Publisher: Alderac Entertainment Group

Release Year: 1997

Core Book: *Legend of the Five Rings*

Approximate Retail: \$30

The Gist: Set in the fantastic feudal Japan of the *LSR* CCG, the RPG immerses you in the political and military battles of seven great clans.

Why It's Cool: *Legend of the Five Rings* mixes Asian history, myth and legend, dealing as well with realistic elements like samurai and the bushido code as it does with ninja,

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spellcasting shugenja and the mysterious zone of evil—the Shadowlands. On top of all that, it's connected to the hit card game of the same name, which means there's a whole world of history waiting to be translated.

Why It's #6: In addition to a wonderful setting, *LSR* has one of the best dice-rolling mechanics around, including brilliant rules for how individual characters fare in mass conflicts. Because it's relatively new, there's not much material available yet; but with steady support, *LSR* could eventually crack the top five.

Completeness:	4+
Setting/Cover:	4+
Character Generation:	4+
Combat/TM Resolution:	4+
Presentation:	4+
Coolness/Innovation:	4+



5. CALL OF CTHULHU

Publisher: Chaosium, Inc.

Release Year: 1983

Core Book: *Call of Cthulhu*

Approximate Retail: \$22

The Gist: You're an investigator on a one-way trip to Hell, fighting abominations based on the creations of classic horror author H.P. Lovecraft.

Why It's Cool: You don't have supernatural strength and speed. You don't have a +3 Sword. You don't have cybernetic enhancements. You're a regular person who must face ancient monstrosities of unearthly power. Can any man confront the ancient ones and come away with his mind intact? *Call of Cthulhu* is unlike your typical RPG; your hero has limits, and the terrors he must confront with those limits make this the definitive horror game. You will be afraid.

Why It's #5: *Call of Cthulhu's* greatest strength is also its greatest weakness. Don't plan on a long-lived character; death and insanity are all your character can look forward to at the end of a usually short career. That's a tough framework to build a game around, but *CoC* handles it well, capturing the spirit of Lovecraftian horror.

Completeness:	4+
Setting/Cover:	4+
Character Generation:	4+
Combat/TM Resolution:	4+
Presentation:	4+
Coolness/Innovation:	4+



4. STAR WARS

Publisher: West End Games

Release Year: 1987

Core Book: *The Star Wars Roleplaying Game*

Approximate Retail: \$30

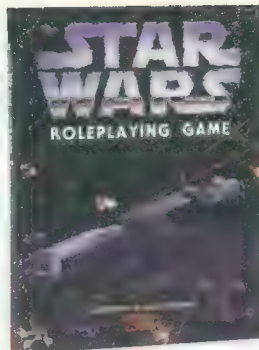
The Gist: A long time ago in a galaxy far, far away...YOU are the hero fighting the Empire for the cause of the Rebellion.

Why It's Cool: It's Star Wars. That's one big reason why it's cool. You can be a smuggler, a Jedi, a droid...heck, you can even be an Ewok. And unless you've been living in a cave, you won't need to read 20 pages of material to get a good feel for the setting. Of course, the source material goes well beyond what's covered in the movies. There's even a couple of campaign settings that have little to do with the whole Imperial/Rebel conflict, letting you explore whole new aspects of the Star Wars universe. And how cool is it that many of the worlds and aliens created for the *Star Wars* game have become canon in the overall Star Wars universe? That funky new alien you're roleplaying in your campaign might pop in one of the prequels or novels.

Why It's #4: The mechanics are simple and elegant and they emphasize heroic fun

over stringent realism, successfully capturing all the cinematic feel of the movies. *Star Wars* also gets high marks for being one of best beginner games on the market, perfect for first-time gamers.

Completeness:	4+
Setting/Cover:	4+
Character Generation:	4+
Combat/TM Resolution:	4+
Presentation:	4+
Coolness/Innovation:	4+



3. CASTLE FALKENSTEIN

Publisher: R. Talsorian Games

Release Year: 1994

Core Books: *Castle Falkenstein* and *Comme il Faut*

Approximate Total Retail: \$42

The Gist: Swashbuckling adventures in a fantasy version of Victorian Europe.

Why It's Cool: Two years before *Deadlands* brought magic and monsters to the Wild West, *Castle Falkenstein* established a 19th-century Europe where dragons soared in the skies over Paris, Sherlock Holmes rubbed elbows with Lewis Carroll in London and dashing faerie swordsmen dueled wicked sorcerers. This mix of legend and history makes for a fascinating world in which to adventure—but that's only part of what makes *Falkenstein* great. There's no other game where presentation, mechanics and setting fit together as well.

Why It's #3: Every element, from the opening narrative that weaves through the first half of the work, to the use of a "journal" rather than a character sheet, to the playing-card based mechanics, serves to establish the tone of old-fashioned honor, virtue and drama to which the game aspires. While the rules could be clearer and running a cinematic historical fantasy game is hardly everyone's cup of tea, it's impossible not to applaud a game with such definite class.

Completeness:	4+
Setting/Cover:	4+
Character Generation:	4+
Combat/TM Resolution:	4+
Presentation:	4+
Coolness/Innovation:	4+



2. WORLD OF DARKNESS

Publisher: White Wolf Game Studio

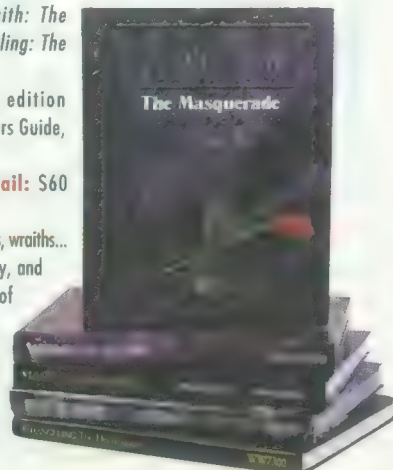
Release Years: 1991 (*Vampire: The Masquerade*), 1992 (*Werewolf: The Apocalypse*), 1993 (*Mage: The Ascension*), 1994 (*Wraith: The Oblivion*), 1995 (*Changeling: The Dreaming*)

Core Books: Second edition hardcover rulebook, Players Guide, Storytellers Screen

Approximate Total Retail: \$60 per game

The Gist: Vampires, werewolves, wraiths... They all exist in modern day, and they're much more a part of human society than most people realize.

Why It's Cool: Instead of playing the typical adventurer or hero, you get



MAGIC

The Gathering

Problem

Solution

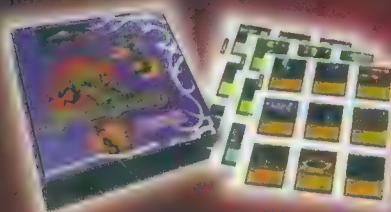
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to play the monster. But each World of Darkness supernatural is much richer than a snarling beast with fangs. Each has its own culture, sub-races, agendas and, of course, supernatural powers. The overall setting is so rife with conspiracies and twisted with secrets that *eight* standalone games draw upon it, each with its own "absolutely correct" perspective on how the world works. Each is great as a separate entity; they're even better if you mix and match.

Why It's #2: The *World of Darkness* gives intense attention to setting and presentation, but it sometimes comes at the expense of completeness and mechanics. The dice pool system breaks down at high levels, and the sheer size of the universe makes jumping in difficult. But it's still a good system and individually all of the games are great fun to play, almost enough to make *WoD* number one. Almost...

Completeness:	4	Combat/Rule Resolution:	2+
Setting/Tone:	4+	Presentation:	4+
Character Generation:	4+	Coolness/Innovation:	4+

1. CHAMPIONS

Publisher: Gold Rush Games

Release Year: 1981

Core Book: *Champions*

Approximate Retail: \$35

The Gist: Superhero and multi-genre gaming with the most flexible rules ever created. Literally anything you want can be created with just the core rule book.

Why It's Cool: Amazing detail in every facet of character creation allows the players to create whatever character they want—and the gamemaster can easily decide what kind of game he wants to run and how powerful the characters should be. When it comes to superheroic powers, you can do *anything* with the system. You just don't punch your foe, you energy blast him and watch as he flies back 20 feet into the wall. Your speedster doesn't merely run fast, he can hit his opponent a dozen times in a single action phase. And no gaming experience will



THE HONOR ROLE

Companies come and go, and with them go many games. While our top 20 focuses on games that are still being supported, there are quite a few gems that aren't really being supported anymore. Here are a few of the best and most influential RPGs of yesteryear.

AMBER DICELESS ROLE-PLAYING. An epic fantasy game set in Roger Zelazney's world, where god-like characters can go anywhere and do anything. This game brought forth the novel idea that you could actually play an RPG without dice, cards or any other random system.

GAMMA WORLD. Malfunctioning lasers, radiation-addled robots and mutations of all sizes and flavors pepper a post-apocalyptic landscape. This sci-fi game was one of TSR's first major forays outside of *Dungeons & Dragons*, and it was great fun to play.

JAMES BOND. 007. With amazing gadgets, beautiful colleagues and a license to kill, you get to wear the tux for queen and country. A surprisingly cool and clever game, one of the only real RPGs ever published by Avalon Hill.

RUNEQUEST. Heroic fantasy set in Greg Stafford's unique and beautiful World of Glorantha (complete with duck-people and really touchy gods). Once one of the greatest contenders for the *AD&D* throne, it's an all-time favorite that we hope will rise again.

TEENAGE MUTANT NINJA TURTLES. "Funny Animals" as butt-kicking, gun-toting superheroes. Cool and weird, long before the silly cartoons ruined them. The character-creation process, which takes you step-by-step through your animal type and mutations, is one of the coolest ever. A new edition is on the horizon.

THE FANTASY TRIP. Originally a set of alternate combat and magic rules for *AD&D*, this Steve Jackson gem featured extremely cool rules for physical and spell combat. If *Champions* is the father of gaming innovation, *The Fantasy Trip* is the grandfather. ■ Sean Patrick Fannon

give you the pure adrenaline rush that rolling 20 six-sided dice for damage will.

Why It's #1: Put simply, there has never been a more complete, more flexible or more influential game ever designed. With *Champions*, anything is possible, and most of what you can envision is already laid out for your use in the rules and power sections. More importantly, it's all balanced, saving the GM from the huge headache of keeping all players on the same level. As for influence—many of the games on this list have taken fundamental concepts from *Champions*. Need we say more? Add in versatility, good game support, a thorough GM's guide in the back of the core rules and cover art by some of the biggest names in the comic industry and you've got the best game in the business.

Completeness:	4	Combat/Rule Resolution:	4+
Setting/Tone:	4+	Presentation:	4+
Character Generation:	4	Coolness/Innovation:	4+

Sean Patrick Fannon and Jason Schneiderman, along with the InQuest staff, are hard at work creating next year's #1 hit, *Cow Nose: The Shedding*.

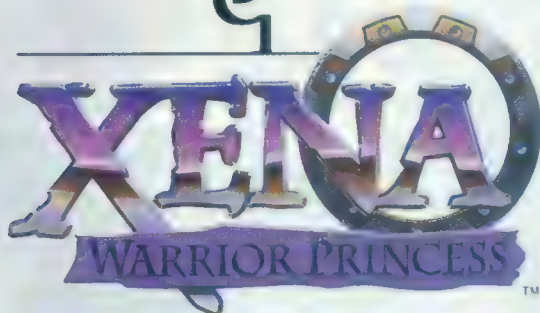
Here comes trouble

Xena's worst enemy
just crashed the party.



Get ready for a wild ride when Callisto makes her appearance in the *Battle Cry*™ expansion for the *Xena: Warrior Princess*™ trading card game. Throw in Joxer, the Amazons, and the Centaurs, and things will really get out of hand.

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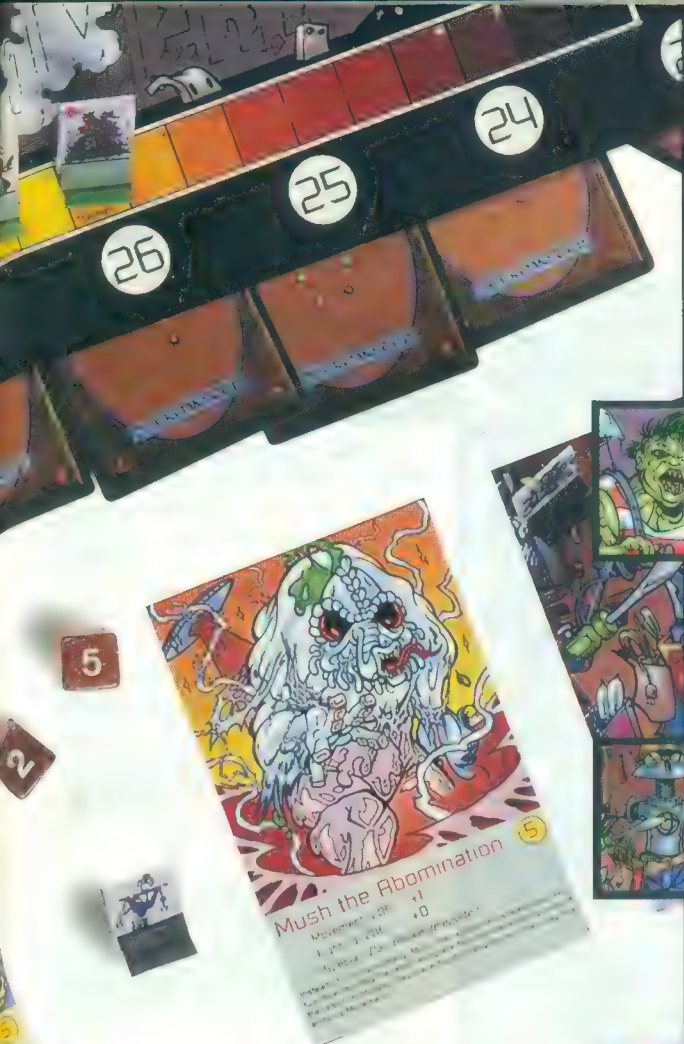
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SPACE STATION ZEMO

A wacky sci-fi board game from
the twisted minds at *InQuest*



Zemo: The final frontier. These are the escapades of the inhabitants of Space Station Zemo. Their mission: To boldly blow up where no one has blown up before—or to get the hell off the station before it explodes...

Since you're reading *InQuest*, we figure you've played a fair share of games, are smarter than the average droid and should be able to catch on to this wacky board game faster than you can eat a bowl of "Spaceballs." The next two pages tell you everything you need to know to play...

By the InQuest staff
Art by Brian Douglas Ahern

The Deal

Five inhabitants of a doomed space station are competing to activate and board the last remaining escape pod. Each inhabitant must fight and maximize his special abilities to be the lone survivor. Surviving is good: It's almost certain to result in a lucrative book contract, intergalactic TV special and, yes, even groupies. Floyd the Droid loves robot groupies. They turn him on.

Your Cast

CHUCKIE THE ZOMBIE

Species: Mutated Human (Guinea Pigus)

Occupation: Test Subject

Special Abilities: Chuckie can drop exploding polyps to hamper his foes.

Personality: He's been pumped so full of chemicals and genetic treatments that his DNA looks like a road map. His musculature and regenerative systems have been enhanced, but his nervous system's shot. He's kinda slow in more ways than one, but he loves a rare steak. Lucky for him there's a lot of fresh meat on the station.

FLOYD THE DROID

Species: Metallic Silicon Hybrid

Occupation: Repair Robot

Special Abilities: Floyd can change his form to balance his need for speed, combat or hauling stuff.

Personality: Floyd thought there was something suspicious when he was ordered to dust the zoo specimens during a "fire drill." Now that he knows he's been left behind, he's grabbed his toolkit and superglue and is using his bolts to outwit the other nuts on the ship.

MUSH THE ABOMINATION

Species: Extraterrestrial

Occupation: Lifeform

Special Abilities: Mush can randomly teleport around the station instead of moving.

Personality: All Mush wanted was a peaceful vacation ride through the cosmos. He never would have booked this trip if he had known his metabolic hibernation would be interrupted by some kind of Earthling emergency. Pesky humans.

PETE THE COOK

Species: Human

Occupation: Nutritional Engineer, Second Class

Special Abilities: Pete is a commando with a specialty in gourmet cooking. He can perform two actions every turn.

Personality: Aside from being a damned fine chef, Pete's the last remaining human aboard the ship. He's not worried though. Since the 1990s the government has made it standard operating procedure (SOP) to cross-train every cook as an Airborne Ranger Green Beret Death Commando.

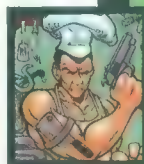
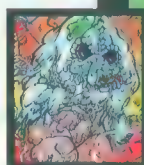
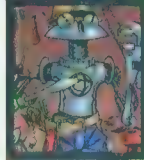
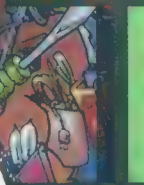
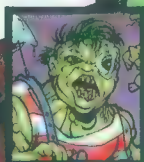
THE RATS

Species: Muridae Rattus (rodent)

Occupation: Vermin

Special Abilities: Rats can split into two counters

Personality: Stuck on this scrapheap in space, Ben and his fellow rat bastards have no intention of going down with the ship. The escape pod is designed for one, but the rats figure they can easily cram 30 beady-eyed, twitchy-nosed rodents into the backseat.



How to Play



Amidst buckets of anti-matter and implosion belts, you must escape an exploding space station before anyone else.

rounding spaces). BUT—and it's a big BUT—you need to possess a "Pod ATM Card" to win. Setting the codes correctly allows you to enter the Escape Pod. Once there, if you possess the card, you win. Woo hoo!

WHO GOES FIRST

Each turn the player with the highest health goes first. Second highest health goes second, on so on. Note that the order of play will change as characters lose health and heal. Every player moves before any player performs an action. Players also perform actions in health order.

EVERY TURN HAS JUST TWO SIMPLE PHASES

1. Movement
2. Actions

MOVEMENT

Going in order from the player with the highest health to the player with the lowest, each player may move. Roll 2D6 (two six-sided dice) and add or subtract your character's movement modifier. The result is the maximum number of squares you may move; you can opt to move less.

- You do not have to move.
- You may not enter or move through a hallway space occupied by another character.
- Any number of characters may occupy the same room space.
- You may enter or even move through a room occupied by another player.

ACTIONS

After all players have moved, each performs one action (Pete may perform two), again in order from highest health to lowest. Here are your options:

PICK

Pick up the card(s) in your current location.

FIGHT

If you're next to another player you can fight.

WINNING THE GAME

The first player to activate and board the escape pod wins. If all characters but one croak, the surviving character wins.

SET UP

1. Shuffle the item cards and slide one under each of the 32 numbered spaces around the edge of the map (see photo for example). Place the four remaining cards to the side. They are considered to be in the Recycling Bin.
2. Choose a character and take its playing pieces and mat.
3. Place your character's health token on the named space on the Health Track.
4. Choose your escape code (see "Activating The Escape Pod" below).
5. Roll two dice and multiply the numbers. The resulting number is the room your character starts in. If you roll two sixes (multiplied to equal 36) you must re-roll.
6. Beginning with the player with the highest health total (usually Chuckie) start play. Whee...

ACTIVATING THE ESCAPE POD

Before the game begins, each player secretly writes down one of these three-letter codes:

AAA	AAB	ABA	ABB
BBB	BBA	BAB	BAA

You may enter the escape pod whenever the Code Rooms on the map (there are three of them numbered 1-3) are set to the combination you picked. For example, if you picked code AAB, then Code Room 1 would have to be set to "A," Code Room 2 also to "A," and Code Room 3 to "B."

To set a code your character must be in the Code Room at the end of the Movement phase, use an action and roll to see if the attempt succeeds. At start the Code Rooms are not set to either A or B.

BOARDING THE ESCAPE POD

Only when you have your codes set correctly are you allowed to enter the Escape Pod space in the center of the map (you can enter it from any of the four sur-

SPACE STATION ZEMO

SHOOT

If you have a shooting weapon, you can shoot it.

DUCK

If you're being shot with a shooting weapon and you don't have one to shoot back, you can duck.

PUSH

Named rooms have buttons; push 'em and things happen. See the Locations Chart. (on page 55)

HEAL

If you're in the Bio-Vat you can heal.

SPECIAL

Chuckie, The Rats and Floyd can use their special ability.

If another player starts a Fight with you or Shoots at you and you haven't taken your action yet, you can take your action now to either fight back or Duck.

PICK. Examine the cards in this room. If any are Traps, reveal them to all players and follow the instructions on the card. Unless they say otherwise, Traps are removed from the game after they take effect. You can either pick up items or leave them where you found them.

FIGHT. This is regular hand-to-hand boxing-type fighting. You must be in a space next to another player or in the same room to Fight. You may fight from a hallway into a room and vice versa.

Fights are resolved as follows:

1. Each player who chooses the Fight action may reveal one melee weapon (initiating player shows his first).
2. Then each player rolls 2D6 and adds his combat modifier (plus weapon modifier if applicable).
3. Compare results. Whoever's modified roll is highest wins. The loser loses health equal to the difference between his roll and the winning roll. The winner can now choose to end the fight or go again. If he chooses to go again, repeats steps 2 and 3.

If during combat a character's health goes below one, he immediately croaks

and goes to the Bio-Vat. The surviving player gets to take one item of his choice from the croaking player.

If one player chooses to Fight and his opponent chooses not to (because he wants to do a different action), the fighting player does full damage but the fight ends after one round.

SHOOT. You can't shoot unless you possess an item that says it's a shooting weapon. If you have one, its card will state up to how many spaces away it can shoot. You can never shoot at a character in an adjacent space, 'cause that's Fighting range. Unless an item says otherwise, you must shoot in a straight line (traced as you would move). This means no shooting around corners. You may shoot into rooms, providing you don't shoot through a wall. You can shoot through doors; they're considered open. You can shoot through the Escape Pod.

To resolve Shooting combat, roll the number of dice specified on your weapon. If your opponent has a shooting weapon and chooses to fire it, he rolls the appropriate number of dice as well. Whoever rolls lower loses health equal to the difference.

Unlike Fighting, Shooting is a one shot deal. There's only one round and the winner cannot choose to shoot again this turn.

DUCK. If someone is firing at you with a shooting weapon and you don't have one to shoot back with, you may Duck and reduce the damage you take by 1D6.

PUSH. All the named rooms have buttons in them. You may push some of them by rolling 1D6. Look on the Room Chart to see what happens. You will need to do this in the Code Rooms to set the escape codes successfully.

HEAVY METAL

Each player may only carry a limited number of items. Each item has a weight point on it (the number in the Anvil). At the end of your Action phase you must put down items if the total weight of your items is greater than your capacity (usually five). If you are not in a room, put excess items in the nearest room. If you move while carrying more than your capacity, you're cheating. Everybody hates a cheater.



HEALTH IS GOOD

The Health Track monitors your health total and determines the order in which each player takes his turn. Starting health levels are written on the track.

Whenever your character takes damage due to traps, combat, etc., move your health token down the appropriate number of spaces. If you reach zero health your character croaks (in the "kicks the bucket" sense, not the toad sense) and goes to the Bio-Vat to heal.

Only one player's health counter can occupy any single space on the track. Whenever your health gain or loss would result in your health counter landing on an occupied space, skip that space and keep going until your token reaches an empty space.

BIO-VAT

Dead characters go here for regrowth. You can only enter the Bio-Vat if your health level reaches zero. Once in the Bio-Vat you may roll two dice during each Action phase and gain that many health levels. In the Bio-Vat you can never gain more health than your starting level. You may leave the Bio-Vat during any Movement phase after your health level is greater than zero. Once you enter the Bio-Vat, use the back side of your health track marker to indicate that you've been "regrown." You can use the Bio-Vat multiple times, but once all characters have been regrown (performed the Heal action at least once) the Bio-Vat shuts down and characters may no longer use it. If they croak, they stay croaked (they're out of the game). Characters in the Bio-Vat when this triggers are unaffected and may heal normally.

Examples of Play

SOME ASSEMBLY REQUIRED

To get your copy of *Space Station Zemo* ready to play we suggest you:

1. Cut out the cards, on the following pages and paste them onto some CCG commons or even regular playing cards. Be sure to use cards with the same backs.
2. Cut out the character mats for easy reference.
3. Assemble two tokens for each character. One will be used to represent your character on the map; the other will be used to keep track of your characters health on the Health Track.
Hint: Folding the playing pieces like a triangle and taping a penny to the bottom works well. Gluing them to a piece of cardboard and filching a base to stand them on from another game is even better.
4. Steal a pair of dice for each player out of some crappy old games you don't play anymore.

EXAMPLES

MOVEMENT

You're Pete the Cook and you're in the kitchen ('natch) at the beginning of the turn. You have a health of 18, which is higher than everyone else's, so you get to move first. You roll two dice (a 3 and a 4) and add your movement modifier (+0) and therefore may move up to seven spaces ($3+4=7$). You can move 0, 1, 2, 3... up to 7, but you can't go through a non-room space occupied by another character.

FIGHTING

Mush is down to just 6 health and is moving last. It decides to use its special ability to teleport to a room instead of moving. Mush rolls a 6 and a 2 and ends up in room 12 ($6 \times 2=12$), the same room Chuckie happens to be in. Since Chuckie's already moved, he can't leave. Chuckie and Mush both declare "Fight" for their actions. Mush reveals that he has the melee weapon Lite Saber, giving him a +2 bonus. In the ensuing combat Chuckie rolls two dice and gets a combined 7, to which he adds his combat modifier of +2 for a total attack of 9. Mush only manages to roll a 3, to which he adds his combat modifier of +2 for a total of 5. Chuckie wins the fight and Mush must lower his health level by 4 ($9-5=4$). Mush is now at just 2 health. Since Chuckie won the fight he chooses to fight again. This time Chuckie rolls snake-eyes for a total strength of 4 ($1+1=2$ plus his combat modifier of 2 equals 4). Mush rolls another 5, for a total of 7 (since he has a +2 combat modifier). Chuckie is hit for 3 points ($7-4=3$). Since Mush won this round of combat he chooses not to continue and the Fight ends for this turn.

PUSHING

Floyd is in Code Room 3, which is currently set to "A." Since his code is "B," he takes an action to change it. He rolls a 3 on a 1D6 and consults the Room Chart. A 3 is a failure and the code remains on "A."

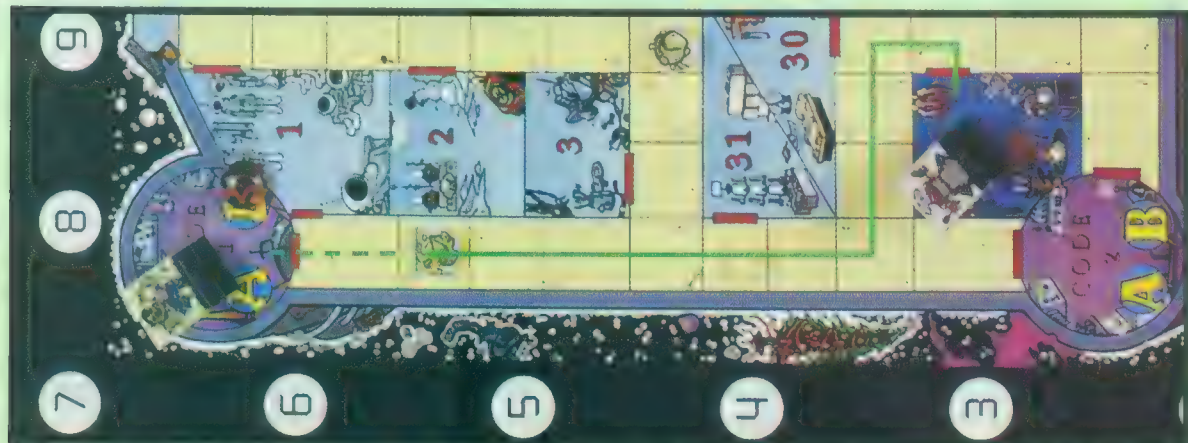
SHOOTING

Pete has managed to find the Slingshot item, while The Rats possess the Machete Launcher. Both are in a hallway, four spaces apart. Pete's health is

14 so he chooses his action first and declares "Shoot." The Rats, at 9 health, declare actions after Pete, and since they have a powerful item also choose "Shoot." Pete decides to use the Plutonium Rod in his Slingshot and therefore does 3D6 damage. The Rats are carrying the most powerful ranged weapon in the game and will do 4D6 damage. Once the two sides roll their damage the lower amount is subtracted from the higher amount and the loser takes the difference in damage. Say the Rats rolled the worst possible roll, four 1s (total 4) and Pete rolled three 2s for a total of 6, the rats would take the difference, 2, in damage ($6-4=2$). No matter who took damage, the winner cannot choose to continue Shooting combat.

SAMPLE TURN

It's Pete's turn to move. He rolls an 11 (since his movement modifier is 0, he can move 11). Pete's been bragging that he fears nothing, and to prove his point he moves 11 spaces right onto Chuckie's polyp. The polyp explodes for 1D6 damage (Chuckie rolls a 1 and Pete moves his Health marker down one space on the Health Track). During the Action Phase, Chuckie, who has a higher Health total has to pick his action first and since he doesn't have a ranged weapon and fears Pete is up to something, chooses to "Duck." Pete, it turns out, has the Gadzooka and chooses to Shoot. The Gadzooka does 2D6 damage and Pete rolls a 9. Chuckie Ducks for 1D6 rolling a 4. Chuckie moves his Health token down five spaces on the Health Track ($9-4=5$). Shooting combat is only one round and so Pete and Chuckie are done for this turn.



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TRADING CARD GAME

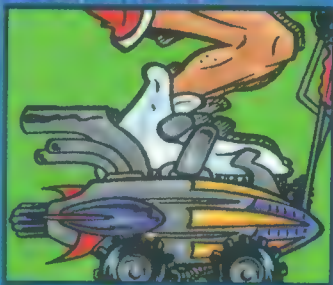


Cards

Equipment

SPACE STATION ZEMO

ACME Rocket Skates



Add +3 to all your movement rolls.

2

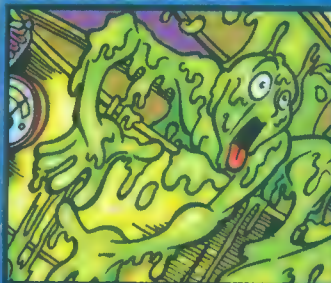
Deluxe Moon Pie™



You may reveal the Moon Pie™ after dice have been rolled in melee combat to add 1D6 to your total. OR Chuckie can use this card to receive 1D6 free polyps. (He must still spend an action to deploy each one.) Place this card in the Recycling Bin after it is used.

1

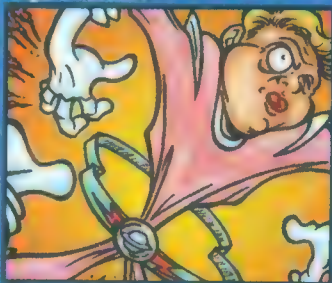
Get Out of Bio-Vat Eves



Play at the beginning of the turn after you are sent to the Bio-Vats. You are immediately restored to your maximum health and may proceed with your turn as normal. Place this card in the Recycling Bin.

1

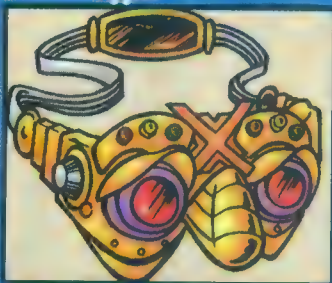
Explosive Belt



Play at the beginning of a round of fighting combat, before dice are rolled. You and your opponent are reduced to zero health points and immediately sent to the Bio-Vats. Place this card in the Recycling Bin.

1

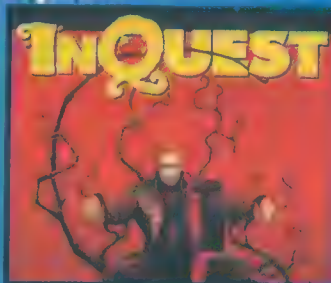
InfraX-Goggles



At any time during your Movement phase, you may peek at one face-down card in your current room or in a room to which you are adjacent. Traps do not take effect.

1

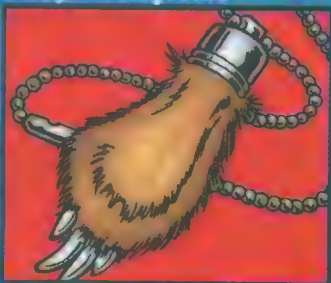
InQuest #0



Before fighting combat begins, you may force your opponent to trade you a random card from his hand for InQuest #0. Your opponent may not trade InQuest #0 this turn.

1

Lucky Lemming's Foot



When you are the target of a shooting attack, you receive an automatic Duck roll. If your action is to Duck, add +3 to your roll instead. If at any time you have the Footless Lemming, you must remove it and the Lucky Lemming's Foot from the game.

1

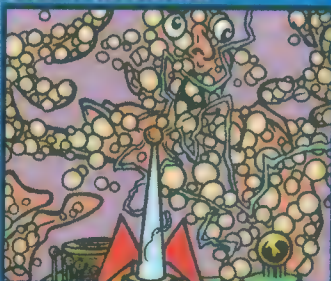
Molecular Blender



Once during your Movement phase, you may move through a wall. (This counts as a normal point of movement.)

2

Particle Accelerator



You may activate the Particle Accelerator during your Movement phase to move an additional 2D6 spaces. However, the scrambling of your molecules also causes 1D6 points of damage. (May not be used with a teleport ability.)

1

Qualify for the \$150,000 Pro Tour—Chicago

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Structure:

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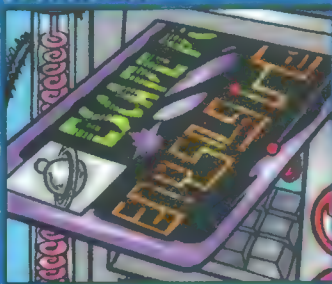
Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.



Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.



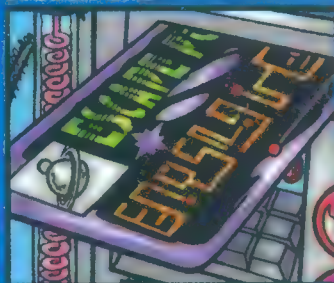
Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.



Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.



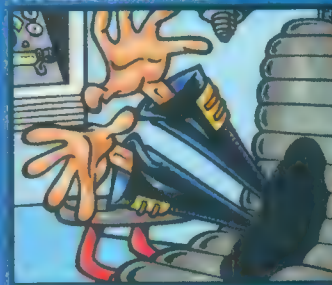
Pod ATM Card



Add +3 to your roll whenever you try and set one of the code letters. If you are inside the Escape Pod and you have this item, you win the game.



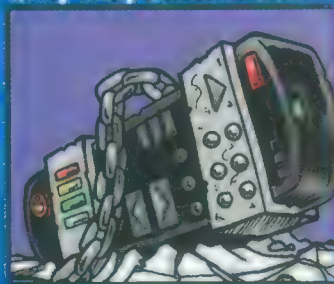
Portable Black Hole



The Black Hole can carry any one item for you with no weight penalty. When retrieving the item, however, you must roll a die. On a roll of 1 or 2, the item has been sucked out of reality and is placed in the Recycling Bin.



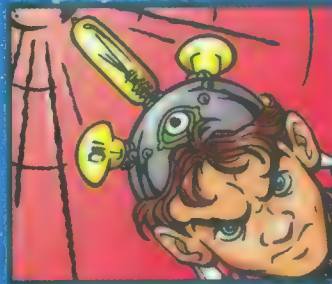
Really Heavy Remote Control



Why the heck did they make it out of plutonium? You'll never know, but you may skip your Movement phase to activate the Remote Control instead. Change any one code box to a letter of your choice.



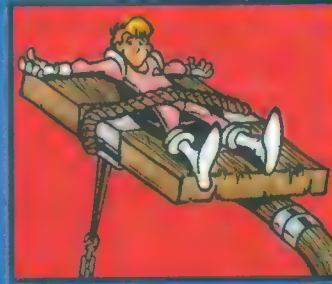
Telepathy Helmet



You may spend your action to use the Telepathy Helmet. Look at any one player's hand. You must be within 10 spaces of the target player to use this ability.



Witten Relocation Program



Before rolling your movement dice, you may use this card instead: Roll two dice and multiply. Move to the room that corresponds to the resulting number. If the result is 36, you croak. Mush may instead use this card to add or subtract one from the total when he teleports.





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Cards

Weapons

SPACE STATION ZEMO

A Bat Named Leth



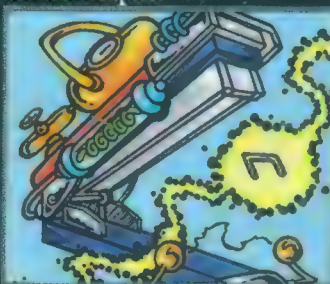
Fighting/shooting weapon. Leth can be used as a fighting weapon to give you a bonus of +1D6. If Leth is used as a shooting weapon, roll 1D6 after damage is dealt. 1-2: Leth flies away. (Place this card in the Recycling Bin.) 3-6: Leth returns to your hand

1D6
+2

6

2

Atomic Stapler



Shooting weapon. Even if you lose a Shooting fight with another player, that player still loses one health from a stray staple

1D6
+3

7

2

Can of Lysol & Zippo Lighter



Fighting/Shooting weapon. Lighter can be used as a Fighting weapon to give you a bonus of +1. Damage from Can of Lysol & Zippo Lighter cannot be Ducked.

1D6
+1

3

1

Gadzookal



Shooting weapon. When you fire Gadzookal you move backwards (away from your opponent) a number of spaces equal to your damage roll. If you hit a wall, you take 1D6 damage.

2D6

0

2

Lite Saber



Fighting weapon
99% fat free.

+2

0

Machete Launcher



Shooting weapon. The Machete Launcher has a minimum range of 3 spaces.
"Pull!"

4D6

8

4

Plutonium Rod

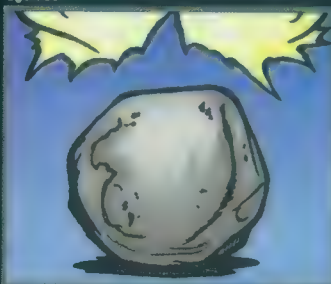


Fighting weapon. Floyd may use the energy from the Plutonium Rod during his Action phase to switch forms. This does not count as his normal action.

+6

3

Rock



Shooting weapon. If you use Rock in combat, give this card to your opponent. Rock does 2D6 damage if fired by the Slingshot.
"I got a rock."

1D6
-1

6

0

Salad Shooter



Shooting weapon. Range and damage are +2 when used by Pete the Chef.

1D6

4

1

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Wizards
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Cards

Weapons & Traps

SPACE STATION ZEMO

Seat-Seeking Missile



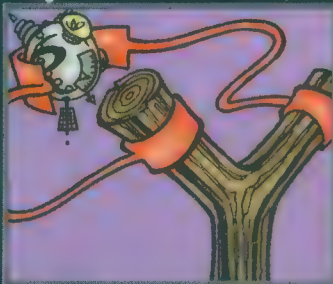
Shooting weapon. Seat-Seeking Missile can target an opponent that is not in direct line of sight (it can go around corners). Cannot be dodged. Remove Seat-Seeking Missile from the game after it is used.

2D6

10

1

Slingshot



Shooting weapon. Any card you hold can be fired as a ranged weapon. Slingshot does XD6 damage, where X is the weight of the card you shoot. Place the card you shoot in the Recycling Bin after it is fired.

*

6

1

Switcheray



Shooting weapon. Roll a die. On a 1 Switcheray jams and doesn't work. On a 2-6 you switch health-point totals with the target of your attack and if your target attacked you with a ranged weapon, his attack is nullified. Cannot be Ducked.

*

7

2

Banana Peel



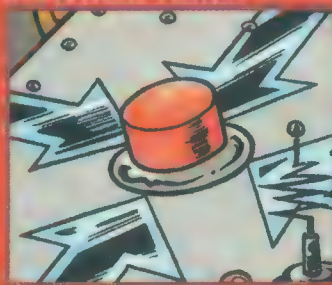
TRAP! Ack! You slide into a wall. You take 1D6 damage. You may not take any actions for the rest of this turn and your next turn. Rats are unaffected and may eat Banana Peel instead to gain 1D6 health. (This can raise the Rats' health total above 10.)

Bucket of Anti-Matter



TRAP! Somebody propped a bucket of anti-matter over the door! Roll a die. On a roll of 1-5 you croak. Your health total is reduced to zero and you go directly to the Bio-Vats.

Don't Press This Button



TRAP! Nice going, bonehead. You've opened the airlock. At the beginning of the Movement phase, each player moves 2D6 spaces towards the airlock. (See the Airlock room description for details.)

Footless Lemming



TRAP! A footless lemming has attached itself to your leg! You receive -1 to all of your die rolls. (For room functions 0 counts as 1.) You cannot get rid of Footless Lemming or have it taken away. Remove it from the game if you are sent to the Bio-Vats.

1

Rent-a-Bot



TRAP! You've activated the Security Rent-a-Bot! At the end of each Movement phase it moves towards the closest player. During the Action phase it attacks if possible. The Rent-a-Bot has 17 health points and a movement rate of 2D6. When Fighting the Rent-a-Bot rolls 2D6+2.

1D6

4

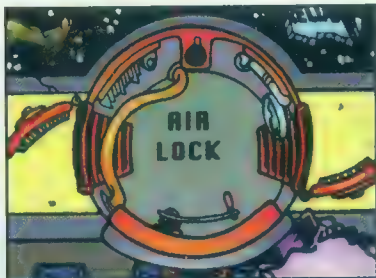
Zemo: The Gathering



TRAP! All players are teleported to your room. Each player must make a one-round melee attack against any other player, who automatically defends (even if he is attacking a different player). Player with the highest health chooses his target and resolves his combat first.

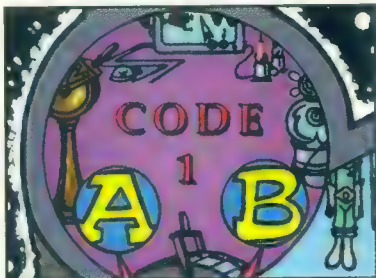
Zemo Locations

SPACE STATION ZEMO



AIRLOCK

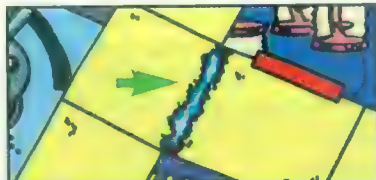
During the game the Airlock may be activated (i.e. opened). If this happens it will suck players toward it before the Movement phase. Roll 2D6 and move each character that number of spaces toward the airlock. Players are sucked in order of health total, from highest to lowest. Movement is along the shortest route and players can be sucked out of and through rooms. If another player blocks your path, you stop next to that player. If a player is sucked into the airlock space and still has movement points left he is sucked into space and croaks (reduced to zero health points). One of his cards (randomly chosen) is sent to the Recycling Bin and the Airlock is immediately closed (no one else is sucked out).



CODE ROOMS

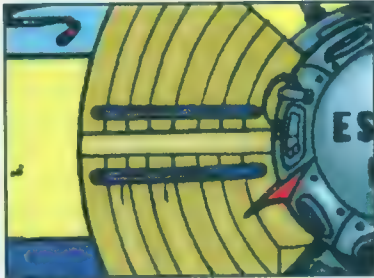
You may spend your action to roll 1D6:

- 1-3: Nothing happens.
- 4-6: You may set the code letter in this room to A or B.



SECURITY FIELD

This colored area, which separates the Brig and the Armory from the rest of the map, can only be crossed if your unmodified movement dice roll is even. If your unmodified total is odd, you may not move through the field.



X-RAY ZONE

When crossing through one of these spaces, you must reveal your cards to all other players.

6. Reactor Room

While in this room, you lose 1 health at the beginning of your Action phase.

11. Security

You may spend your action to roll 1D6:

- 1: You've tripped the alarm! You are teleported to the Brig (room 13).
- 2-4: You may look at any one player's hand.
- 5-6: If the Airlock is open, shut it. If the Airlock is closed, open it.

13. The Brig

You can enter The Brig, but you cannot leave (unless you can teleport). Luckily one of the former inhabitants dug an escape tunnel. You may spend your action to roll 1D6:

- 1-3: A big, heavy bulkhead lands on top of you. Take 1D6 damage and try again next turn.
- 4-6: You escape from the Brig. You may put your piece in the hallway space with the tunnel.

17. The Armory

You may spend your action to take any one weapon card from the Recycling Bin and add it to your hand. You must show the weapon card you choose to all players.

21. Vending Machines

You may spend your action to try your luck at the vending machines. Roll 1D6:

- 1: The security camera caught you trying to stick your arm up the machine. You are teleported to the Brig (room 13).
- 2: You get a rubber bug.
- 3: You get a Babel Fish.
- 4: You get a tricordrazine gumball. You may eat the gumball (discard it) during melee combat to add +2 to your combat total.
- 5: You get a good, steaming cup of freshly brewed coffee. You gain 1D6 health. (This health gain can take you above your maximum.)
- 6: You get a secret decoder ring. The next time you activate a room function you may add or subtract one from your die roll.

22. Lavatory

You may spend your action to discard any num-

ber of cards from your hand. Reveal the cards you wish to dump to all players and put them in the Recycling Bin.

23. Lost and Found

You may spend your action to roll 1D6:

- 1-2: Nothing. Damn thing doesn't work.
- 3-5: Shuffle the cards from the Recycling Bin and add a random one to your hand. You may not examine the cards before choosing.
- 6: Choose any one card in the Recycling Bin and add it to your hand.

25. Casino

You may spend your action to choose a card in your hand to wager and roll two dice. If you roll seven or less, you lose. The card you wagered is sent to the Recycling Bin. If you roll eight or higher, you keep your card and you get a card at random from the Recycling Bin.

26. The Zemo Zoo

Lots of nifty looking creatures running around. During your Action phase (before you take your action), you must roll 1D6:

- 1: The Heebie-Geeby Rhino decides to gore you. Lose 1D6 health.
- 2: The Vast Gormogon seeks your company. Lose this Action phase and your next turn.
- 3: The Terrestrial Marmoset eyes you curiously.
- 4: The Symbiotic Technoplant likes you—no, really likes you. Technoplant wraps itself around you and provides 5-health armor (absorbs up to five points and then perishes).
- 5: The Phosphorescent Brainhugger leeches on to your head. Look at any one unrevealed item anywhere in the station.
- 6: Whoops! You let the Betagoola Death Spores loose. They're hungry. Target player of your choice loses 1D6 health.

29. Kitchen

You may spend your action to gain 1D6 health points (up to your maximum). Pete the Cook gains +2 to all combat rolls while in the Kitchen.

32. Command Control

You may spend your action to adjust the Climate Control. Roll 1D6:

- 1: Nothing. You pushed the wrong button.
- 2-3: Low gravity. Each character gets an extra movement die. This overrides double gravity.
- 4-5: Double gravity. Each character gets only one movement die. Characters can forego their Action phase to receive full movement. This overrides low gravity.
- 6: Deactivate life support. Each player loses one health at the start of each turn.

Any character in this room may spend his action to reset the controls back to normal. No die roll is necessary and any above effects cease immediately.

The fact that the characters in Space Station Zemo match up perfectly with the personalities of the InQuest staff is purely coincidental.

KILLER DECKS

Dark Hatred

BY MARK JUSTICE

Since the beginning of *Magic* there has been a class of *Magic* citizens known as the "player-haters." These are players who delight in the misery of others. They cheer when you are mana-screwed and design their decks just to cause you pain. Deep inside they enjoy your defeat more than they enjoy their own victory. They are a plague on the *Magic* world.

With the release of *Exodus*, more of this sultry breed will raise their heads from the bottomless pits in which they dwell. They now have a rallying cry. The cry is Hatred.

Magic players have always been mesmerized by the first-turn kill. But ever since Channel was banned, turning theoretical first-turn kills into tournament viable decks has been problematic at best. That might change now that Hatred has entered the scene.

"Dark Hatred" is a tournament-viable Standard deck that has the added bonus of being able to knock off an opponent on the second turn. Just wait for one of your creatures to go unblocked and then unleash a high-powered Hatred, pumping in as much life as you need to kill your opponent. If you really want a shot at a first-turn kill, you can add Raging Goblins, but with the raw power of the streamlined version of this deck, you may find second-turn to be perfectly acceptable.

The assets of "Dark Hatred" as a deck concept start with the ease with which you can deplete your hand. The importance of being able to empty your hand by putting increasingly effective cards into play started with the Sligh deck. These mono-red decks still thrive today on fast, efficient kills. With the addition of a few key cards from the Rath cycle, black has the possibility of surpassing the legendary Sligh decks as the ultimate depletion deck.

First and foremost, a depletion-style deck will succeed or fail on the effectiveness of its creatures. Fortunately, Dark Hatred is fat with creatures; the key is two-power, one-casting-cost cards like Savannah Lions and Kird Apes. These two



Rath and the U.K. have quite a bit in common—when it comes to dentistry...

aren't available in Standard anymore, but black has two creatures that function just as well—Carnophage and Sarcomancy.

The setback of losing one life per turn is minimal, since you don't plan on being around that long anyway. Picture this first-turn scenario: Swamp, Dark Ritual, Carnophage or Sarcomancy with a Dauthi Slayer or Black Knight. Follow that with a Bad Moon and you won't even need Hatred to knock the wind out of your opponent.

Even just the Carnophages and Sacromancies by themselves are very effective early pressure. Alone they will win countless games. Opponent mana screwed? Too bad...he lose. Opponent playing a slow deck and doesn't draw mass creature removal? Too bad...he lose. Hatred comes out at an opportune time and... Hmmm. I think I'm becoming a player-hater myself.

The other creatures are not as fast but still add a wonderful punch to the deck. Black Knight has been a staple since the earliest days of tourney *Magic*, Dauthi Slayer gives the deck an evasive

PLAYER HATER'S PARADISE

ARTIFACTS

4 Cursed Scroll

BLACK CREATURES

4 Black Knight
4 Carnophage
4 Dauthi Slayer
4 Erg Raider

BLACK SPELLS

4 Bad Moon
4 Dark Ritual
4 Hatred
4 Mox Diamond
4 Sarcomancy
4 Unholy Strength

LAND

16 Swamps

SIDEBOARD

4 Coercion 2 Perish
3 Diabolic Edict 2 Wasteland
4 Spinning Darkness

SUBSTITUTIONS

Bad Moon → Nocturnal Raid
Hatred → Drain Life
Mox Diamond → Lotus Petal



Thanks to Jenny Craig, I've lost 150 pounds!

creature to be Hated and Erg Raider can run over the smaller red creatures that might stand in its way. In all there are 20 fast creatures that are capable of mowing down your opponent.

There are a few accessories to the deck as well. The Bad Moons and Unholy Strengths will remind many people of the black decks that did well in late 1996. These decks won many tournaments in an era that still had Ivory Tower, Zuran Orb and Balance. If they were able to overcome that class of cards, then they should be able to hold their own in today's environment.

With the spells in the deck so easy to cast—only Hatred costs more than three mana—you have the opportunity to play with very little land, 16 to be exact. This is something that would be taboo in most decks, but in Dark Hatred it's a tremendous luxury. The four Mox Diamonds along with the four Dark Rituals give this deck an explosive burst of speed. Plus, you will seldom lose to mana problems. This alone can mean a match win or two throughout the course of a tournament.

The last card to round out the main deck is Cursed Scroll, a perfect fit in a deck where your hand is often empty by turn three or four. This gives you creature-elimination, should you need it, and more damage-dealing capability.

With such a well-tuned attack machine one might wonder what could possibly be needed in the sideboard. Red stands out as one potential problem. With so many direct-damage spells available to a red mage, it is advisable to give yourself some protection. Spinning Darkness is a perfect card against Sligh decks. It serves as creature-elimination and can give that extra life needed to win a race to the finish.

The rest of the sideboard is totally dictated by the environment in which you play. I use four Coercions against permission and two Perishes to clear the many green walls that seem to be in tournaments these days. Rounding out the sideboard are three Diabolic Edicts, which help against a mirror match (when you're battling a foe with a similar deck) and two Wastelands, which can cripple an already slow deck.

There is little more to say about playing Dark Hatred; it's fast and furious and gives your opponent little room for error. There are situations where you can overextend your creature base by putting too many into play at once, but for every time an Earthquake kills three creatures, you'll win five times as often. The best thing to remember when playing this deck is to come with a smile on your face, 'cause you're going to be hating the rest of the day.

Mark Justice "for all" hates it when people use his name in stupid clichés.

THEME DECKS

the non-killer deck

RAINING CATS & DOGS

One of the cooler cards in the new *Exodus* set is Mirri, cat warrior and legend supreme. With plenty of Wildcats and other Cat Warriors to go along, including the outcast Jedit Qjanen, we came up with the makings of a nifty theme deck. But we need MORE cats. Fortunately, there are quite a few to choose from.

Lions are cats. Cheetahs are cats. Panthers? They're cats too. Cat Burglar? Close enough. Still not enough house pets? How about dogs...there are plenty of those too. Wolves, hounds, jackals...they all fall into that general canine category. We even threw in the goat-like Beasts of Bogardan.

But what does this deck have to do with raining you ask? Aha! That's where the Cat-a-pults come in. Launch those felines into the air with the likes of the Skull Catapult. And heck, while you're at it, give some of those canines the send-off as well. Throw in a Goblin Bombardment (which doesn't really have anything to do with cats or dogs) and you can splatter house pets all over your opponent.

■ Jeff Hannes, Animal Activist

CATS

- 2 Canyon Wildcat
- 1 Cat Burglar
- 3 Cat Warriors
- 1 King Cheetah
- 1 Jamuraan Lion
- 1 Jedit Qjanen
- 1 Mirri, Cat Warrior
- 1 Mtenda Lion
- 2 Panther Warriors
- 1 Savannah Lions
- 1 Uktabi Wildcats

DOGS

- 1 Arctic Wolves
- 1 Beasts of Bogardan
- 1 Dauthi Jackal
- 1 Dire Wolves
- 1 Elven Warhounds
- 1 Ghost Hounds
- 1 Heart Wolf
- 1 Jackal Pupp
- 1 Lava Hounds

- 1 Master of the Hunt
- 1 Mongrel Pack
- 1 Monstrous Hound
- 1 Snow Hound
- 1 Timber Wolves
- 1 Tundra Wolves
- 1 Vampire Hounds
- 1 Watchdog
- 1 Wyluli Wolf

IT'S RAINING!

- 1 Dwarven Cat-a-pult
- 1 Goblin Bombardment
- 1 Grapeshot Cat-a-pult
- 1 Skull Cat-a-pult
- 1 Whirling Cat-a-pult

BACKYARD

- 10 Forest
- 4 Gemstone Mine
- 6 Mountain
- 2 Plains
- 2 Swamp



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KD2

KILLER DECKS II

BY MICHAEL MIKAELIAN

Every day on Tatooine is a hot one. But today is just a little bit different. Over in Jabba's Palace, there's a whole orchestra of jizz-wailing musicians playing up a storm. I hear they're gonna be at the Mos Eisley cantina tomorrow night. Or who knows—if they can book passage on a ship, they could be playing Hoth, Cloud City or even the Death Star!

Okay, "Star Wars" is about starships, blasters, the Force and good versus evil, right? Would you believe it's also about finding the perfect gig? With this Light Side deck, it's all about the band. Except for the mysteriously absent Sy Snootles, this deck has all the galaxy's greats—Figrin D'an and the Modal Nodes and the Max Rebo band jammin' together with Oola and a Kitonak horn section to boot. It's Lalapalooza meets *Star Wars*!

It all starts on Hoth, where Artoo and Threepio act as booking agents for the musical menagerie. Using your droids and How Did We Get Into This Mess, you can cycle quickly through your deck, deploying your locations and the all-important Do, Or Do Not. It's an old trick, but it keeps working for you all throughout the game. After you've deployed as many of these cards as you can, play it again, deploy some more and, if possible, do it again. Once you've deployed all or most of your sites, you should have enough Force to do all the things this deck is meant to do.

Once you've got yourself set up, hand things over to the band's manager—Arleil Schous. Arleil's unique game text lets you do two things—get a Kitonak from your reserve deck and, on Tatooine, deploy your aliens for one less Force each. Next, you'll want to deploy Jess, giving you the possibility to retrieve

STAR WARS

CUSTOMIZABLE CARD GAME™



"Me? You want me for the Pert commercial?"

up to 12 Force. You have the luxury of waiting a couple of turns to do so, since setting up can take a while.

Against a quick Dark Side deck, you should be ready to lose a few Force to early drains. Ideally, you'll want to play Max Rebo next, resulting in all of your musicians deploying for free. Now you can drop every last one in your hand, plus, for a few Force, deploy your roadies too. You should even have a few Force left over to draw some cards at the end of your turn and still save some for It's A Trap or Blast The Door, Kid.

Now that the band's all here, the fun can begin. Once you have most of your characters on the table, go for a little Civil Disorder. To make matters worse for your opponent, Oola makes sure he doesn't have any unique male Imperials

JABBAPALOOZA

LOCATIONS

- 1 Dagobah: Yoda's Hut
- 1 Hoth: Echo Command Center (Starting Location)
- 2 Jabba's Palace: Audience Chamber
- 1 Tatooine: Cantina
- 1 Yavin 4: Massassi War Room

CHARACTERS

- 1 Arleil Schous
- 2 Artoo
- 1 C-3PO
- 1 Chewbacca
- 1 Doikk Na'ts
- 1 Droopy McCool
- 1 Figrin D'an
- 1 Ickabel G'out

2 Jess

- 1 Kal'Falni C'ndros
- 3 Kitonak
- 1 Leesab Sirlin
- 1 Max Rebo
- 1 Momaw Nodon
- 1 Nalan Cheel
- 1 Oola
- 1 Rennek
- 1 Tedn Dahai

CREATURES

- 1 Worr

INTERRUPTS

- 1 Ambush
- 1 Blast The Door, Kid!
- 1 Choke

3 Control

- 1 Droid Shutdown
- 1 Fallen Portal
- 1 Grimtaash
- 3 How Did We Get Into This Mess?
- 1 It's A Hit!
- 2 It's A Trap!
- 1 Levitation
- 1 Mandalorian Mishap
- 2 Nabrun Leids
- 1 Skull
- 2 The Bith Shuffle
- 2 You Will Take Me To Jabba Now

EFFECTS

- 1 A Gift
- 1 Bacta Tank
- 1 Civil Disorder
- 1 Demotion
- 1 Do, Or Do Not
- 2 What're You Tryin' To Push On Us?

SUBSTITUTIONS

Artoo	→	808
C-3PO	→	CZ-3
Chewbacca	→	Klatooonian Revolutionary



"Hey! Who's playin' 'Pop goes the Weasel'?"

or aliens to deploy. Some players may try to fill up their hand to take them out of Oola-range. If your opponent goes over 12 cards, playing Grimtaash as a used interrupt takes him down to eight. After looking at his hand with Oola, unleash the groupie—Leesub Sirln. Oola shows you exactly what your opponent is holding. Using Leesub, you can play the odds to get your opponent to lose that extra Force. Naturally, you'll also want to try to retrieve one Force with Figrin D'an each turn too.

Even though you'll have lots of characters, it may still be prudent to avoid battles when you can. With a few exceptions, you only have one copy of each character. Fortunately for you, many of them are very annoying. It could take several battles for your opponent to knock off all of your good characters. Although Vader's Lightsaber can be scary, remember that Choke allows you to cancel all remaining attrition against you after forfeiting an alien—even if that alien forfeits for 0. If you have more power than your opponent, just put the poor slob in the Bacta Tank and play him again next turn. Plus, if he's a musician, don't forget to retrieve the Choke when you deploy him. You should be able to handle most things your opponent throws at you—every card in this deck foils some sort of devious trick.

After your droid is done finding locations for your band to play, it might be a good idea for him to hop the next shuttle to Tatooine, just in time to deliver A Gift to your opponent. Against bounty hunter decks, A Gift can be devastating. It subtracts 1 from all opposing Force drains and 2 from all opposing battle destinies with an alien, and acts as an undercover spy on Tatooine only. If your opponent has Jabba at the Audience Chamber, you can move your droid from any Tatooine site directly to there with You Will Take Me To Jabba Now.

They say music tames the savage beast. If that beast is a bloodthirsty Dark Side opponent, then this deck lets you put the old adage to the test. So break out the instruments, get the band back together and start singing the chimes of your opponent's doom.

Michael Mikaelian resents the term "butt-heads." The Bith are cranially challenged.

UP YOUR SLEEVE

VIBRO-AX

Many players overlook this potent weapon based on its limitations. That's unfortunate, because then they don't realize all the things it *does* do. It's a 4 destiny, adds 1 to the user's power and, best of all, can exclude an opponent's character from a battle.

There are two approaches to using a Vibro-Ax. The first is "I've got plenty of 3- and 4-power aliens that have a decent chance of excluding a main character from a battle." Boba Fett, Bossk, J'Quille, plus non-unique aliens such as Weequays and Gamorreans have a built-in edge over Luke Skywalker and Princess Leia. Characters such as Kal'Faini C'ndros and Wedge Antilles don't stand much of a chance against one of them swinging an ax.

The other approach, which is more combo-oriented, but much more enticing, is "Hey, if I put a Vibro-Ax on Bane Malar, he can 'mindscan' someone, and then have a 2-power advantage in removing him from the battle." For more combo-mania, insert 'Dengar' and 'lots of characters on the other side of the table' into that last statement.

There are many advantages to removing a character from a battle. The most obvious is if that character is the difference between your opponent drawing a battle destiny or not. If your opponent draws no battle destiny, that usually means you don't have to lose any characters. Even when you can't reduce his ability total to less than 4, removing a character can still greatly change the outcome. Don't Get Cocky, Skywalkers, Gift Of The Mentor and Rug Hug become rather useless without Luke in the battle.

Even the Light Side has uses for this unassuming weapon. The mighty Wookiee Chewbacca gets a little mightier with a Vibro-Ax. The power bonus imbued is always there, giving him an extra boost when performing his favorite activity—Wookiee Strangle!

The Vibro-Ax may be limited to alien warriors, but hey—Jabba's Palace includes a bunch of them!

■ Michael Mikaelian



FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY JEFF

**THIS MONTH
MAD
ABOUT
YOO-HOO**

- Eugene remembers that he drew a Tarpon during his draw phase and, using his Sylvan Library, put two forests on top of his library.
- At the beginning of his turn, there were no cards in Eugene's graveyard.
- After taking a hit from Eugene's Jackalope Herd and Juzam Djinn last turn, Clint was at 12 life at the start of the turn; Eugene was at 2.
- Last turn, when Eugene attacked with the Jackalope Herd, his Nurturing Licid was attached to it.
- Clint played a Festival at the beginning of this turn to prevent Eugene from attacking, but he hasn't interfered in any other way.
- Remember, in order to figure out which cards should be tapped, you must outline step-by-step what Eugene has done so far this turn.
- The picture to the left shows where things were when Eugene was about to cast the Seismic Assault, for which he had already tapped the mana.

Forest (x2)
Koskun Keep
Mountain (x2)
Scorched Ruins
Swamp

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
MAD ABOUT YOO-HOO
C/O INQUEST
PO BOX 118
CONGERS NY 10920-0118
 The winner, randomly chosen from
 all correct entries, will snag a box of
Exodus. All entries must be post-
 marked no later than **August 28,**
1998.

					Seizure Inducer				
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1. Add two green mana to your mana pool from the Eladamri's Vineyard. Tap the City of Shadows, Swamp and Fyndhorn Elder for mana. (1 black, 4 green, 6 colorless in pool.)
2. Cast Verdant Touch and pay its buyback to turn the Swamp into a 2/2 creature. (1 black, 3 green, 2 colorless.)
3. Tap the Stronghold Assassin and sacrifice the animated Swamp to destroy the Harvest Wurm.
4. Tap the Brine Shaman and sacrifice the Sylvan Heiropphant to give one of your other creatures +2/+2. When the Heiropphant goes to the graveyard, remove it from the game to return the Harvest Wurm to your hand.
5. Cast the Harvest Wurm, returning the Swamp to your hand when it comes into play. (1 black, 2 green, 1 colorless.)
6. Cast the Mox Diamond and discard the Swamp.
7. Tap the Mox Diamond for red mana. (1 black, 2 green, 1 red, 1 colorless.)
8. Tap the Gemstone Mine for blue mana. (1 black, 1 blue, 2 green, 1 red, 1 colorless.)
9. Cast Verdant Touch to make the Gemstone Mine a 2/2 creature. (1 black, 1 blue, 1 green, 1 red.)
10. Untap the Gemstone Mine with the Seeker of Skybreak.
11. Tap the Gemstone Mine for white mana. (1 black, 1 blue, 1 green, 1 red, 1 white.)
12. Cast the Silver Queen. Hoorah!

Photo: Paul Schindler

CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS

BY BRENT FISHBAUGH

Worlds of Fiction

You move silently, winding your way through the dark streets of Greyhawk toward the sound of the duel. Peering around a corner, you see a large figure with a billowing black cloak dealing blow after blow to his smaller opponent. The black figure's sword glows red as he brings it down repeatedly, only to find himself blocked by the shining green blade of his foe. Both weapons hum magically in the empty alley, echoing through the streets. Suddenly, the dark figure stops and looks right at you—this despite the ring of invisibility you wear. He turns back to his opponent, now lying in the dirt at his feet.

"We will finish this another time... young Jedi." The shadows seem to gather and twist around him, and he is gone.

Adapting worlds, plots and characters created by others into your campaign is an important tool in a gamemaster's tool kit. Often, it's best to disguise the origins of borrowed ideas, but it can also be great fun to bring cool people, places, items and situations directly into your game world with little or no modification.

The easiest way to adapt something is to pick a setting or a facet of a setting that you like and customize it to a similar genre. For instance, in the "Star Wars" example, adapt the Jedi to an *Alternity*, *Trinity* or even a *BattleTech* campaign. It's easy to keep most of the major elements within the same boundaries, because the fundamental background of the Jedi Knights remains unaltered. They still come from a multitude of planets; they're nearly wiped out by an evil empire; they have the same powers. Only now, they're wielding them against the forces of the Ogotek or the Weren. Placing "The Lord of the Rings" in your *AD&D* game is likewise a cinch; give Tolkien's characters *AD&D* stats, drop them into your campaign world according to its geography, and you're good to go. In these cases, there's not much to adapting the worlds, but there's no getting around the tinkering with the system that's necessary.

While you can bring an unaltered concept into a similar genre campaign, it's often more interesting and fun to add a few twists of your own. For example, place the Jedi in an *AD&D* campaign; not only have we removed the Jedi from the space opera environment in which you'd expect to find

How much tinkering would it take to make Lord Soth the father of Luke Skywalker? It all depends on you.

them, but their whole history and purpose have been modified. Our Jedi Knights are an ancient and secret religious caste dedicated to preserving the balance of good and evil in and around the city of Greyhawk.

Bear in mind that if you go with the "twist," you might be in for a lot of work. Not only must you possess vast knowledge on the topic you're customizing, you must also have a mastery of the game mechanics and setting above and beyond that of a normal gamemaster; at the very least, you need to know those game details that deal with the topic you're adapting. It's one thing to drop the Jedi into a spacefaring campaign where their basic background can be imported unaltered to the new game system; however, when you place them in a different genre, you need to know the Jedi inside and out to effectively fit them into your game, and you've got to sit down and tinker with the rules—mainly, character creation and combat—until you can make a playable Jedi. Plus, you've got to find a way to integrate their background into the alien genre. Because, sure as shootin', the minute you introduce them, one of your players is going to want to run one. How will the Jedi Mind Trick work in AD&D mechanics? How does the Force fit into the religious system? What kind of stat bonuses can you expect as you move up in levels? You need to think about such things when you start to work on your subject.

There's no real first step in choosing what to adapt. It should be something that interests you—because you're going to be spending a lot of time flushing it out—and something that the players will get a kick out of. Listed below are a few ideas to help you get started:

PEOPLE

- The masked vigilante Kitsune—Japanese for "Zorro"—leads raids on the forces of the oppressive Emperor in *Legend of the Five Rings*.
- Your *Alternity* players must kidnap the princess of John Carter of Mars.
- A bunch of immortals with swords show up in your *Champions* city-of-choice to do battle to the death for some mysterious "prize."

PLACES

- The fake urban settings of "The Truman Show" or "Dark City." Fantasy warriors are held for observation and experimentation by evil mages.
- The city in "Logan's Run," where citizens must commit suicide when they reach a certain age. The citizens are "World of Darkness" vampires.
- Dominaria, a planet of creatures and magic, serves as the setting for a *Star Trek* campaign.

THINGS

- A Malkavian vampire gets ahold of the Hand of Vecna.
- Stormbringer falls into the hands of a *Shadowrun* dragon.
- Sauron and his Ringwraiths take the place of the Empire in your *Star Wars* game as they search planetary systems for the One Ring of the Jedi.

Whatever you choose, find the areas in the core rulebook—or even a good supplement that deals with the topic you're adapting—and study it. Examine the details included by the authors and design stats to cover those effects in game terms. If you do this, you'll be fairly prepared when players want you to explain your rulings or borrow your idea for a campaign of their own.

Taking an aspect of one fictional world and dropping it into another depends on just how creative—or twisted—you are and how hard you're willing to work at the math and details that come with the project. In the end, as John Connor, *Deadlands* Ranger, might say as he's hunted by a cyborg abomination from the future, "There is no fate but what we make."

Brent Fishbaugh would like to thank Scott and David Roomes for their insight into integrating the Jedi class into AD&D.



The Ghostbusters versus Cthulhu? It could happen.

The AD&D Jedi

Ability Requirements

STR 10	DEX 10
CON 10	INT 9
WIS 9	CHA 12

THACO: Priest

Saving Throws: Warrior

Hit Dice: d10

Optional Abilities:

- Fighter CON Bonus
- Heal as Paladin
- Move Silently as Ranger

Restrictions

- Keeps only 20% of all treasure; the rest goes to building a Jedi "school."
- Must be good.
- Follows ethos and code.
- Must heed a call for surrender.

Force Abilities:

- Detect "changes of the Force"—heavy magic use, mass death.
- Detect other Jedi up to 60' away.
- Specialize as fighter in lightsaber.
- Gain certain new powers as they rise in level (see chart below).

Power	Exp. Necessary to Advance	Level Achieved/ Number of Uses
Detect evil/good	1	1/day/every odd number level (1,3,5, etc.)
Foresight	2 (2,150)	At will
Heal Self	3 (4,300)	1/day, 2 hp/1=el
Suggestion	4 (8,600)	1/day/every three levels (1,4,7, etc.)
Empathy	5 (17,200)	1/day/level
Divination	6 (34,400)	1/week
Feign Death	7 (68,800)	1/day, 1 hour/level
Comprehend Languages	8 (90,000)	1/every two days
Hypnotism	9 (180,000)	1/day
Audible Glamour	10 (360,000)	1/day/every other level
Telekinesis	11 (720,000)	1/day
Telepathy	12 (1,400,000)	2/week

For every level above 10, add 2 hit points instead of rolling.

For every level above 12, add 1,400,000 to the necessary experience points.

Lightsabers

- Do 2d6 damage, with no STR bonus. Kill opponent on critical hit.
- Deflect spells targeted at the wielder, if the Jedi is conscious of the attack.
- Cannot be constructed until 11th level, although they can be found before then.
- Lightsabers are to Jedi what Holy Avengers are to Paladins. Same experience point value and scarcity.
- Cast = 1d6 months prayer time + one month/bonus +1, Base 3,000 gp + 2,000/+1.
- These are magical weapons, usable only by Jedi.
- Color reflect user's alignment: White (Lawful Good), Blue (Neutral Good), Green (Chaotic Good); varying degrees of red (Neutral to evil).

LEGENDS

ORIGINAL CREATIONS TO ENHANCE YOUR
ROLEPLAYING CAMPAIGN

THE RIVEN BLADE



he sweat dripped from Ronar's brow as the wights backed him into a corner. His only option was to fight his way out, and his trusty battle axe was useless against the undead. The warrior gripped the mysterious runed sword he had recently discovered. As he raised the blade from its exotic sheath, it pulsed with a faint glow.

Drawing a deep breath, Ronar drove the blade into the nearest abomination and gasped with astonishment as the sword carved effortlessly through the creature, slicing it in half. With a surge of confidence, Ronar lunged sword-first at another of the undead, but the blade twisted away from its target. The fighter swung with all his might, but to no effect. The sword had a mind of its own.

Ronar let out a cry of panic and swung the sword wildly; his screams died as he was enveloped by a crowd of the blood-hungry creatures.

THE RIVEN BLADE

The Riven Blade is an enchanted long sword that thirsts for new killing experiences. If its strike is successful, it immediately slays a representative of a species unknown to it. However, it refuses to waste its time with an entity it has already added to its collection of experiences; it will not harm a type of creature it has already slain.

The lower regions of the blade are etched with dozens of small sigils and runes. These appear to be icons of various types of creatures, and do indeed represent the sword's victims. When the blade slays a new species, a new icon appears shortly thereafter, magically etched into the blade with a bright glow. The detail in these icons makes them readily identifiable by those who have encountered the creatures they represent.

All of the components of the Riven Blade—hilt, blade and scabbard—appear to be constructed from different organic materials, but no sage has yet identified what they are, nor how they maintain their strength. The blade is constructed of a bone-like material as well, with a silver metallic sheen. The scabbard, as far as anyone can determine, is constructed from a pair of giant, translucent insect wings—perhaps those of a giant drag-

BY PAUL SUDLOW

onfly—wrapped again and again around the sword and magically frozen into their final shape.

ORIGINS

None truly know where the Riven Blade comes from, nor why it was enchanted in such a curious fashion. Because it is constructed from unknown materials, sages theorize that it is alien to the known world, possibly placed here to catalog local species. What it will do when it feels it has collected enough victims is also unknown; it may return to its place of origin or simply cease functioning as an enchanted blade.

The Riven Blade's true origins in your campaign depend on what game system you are running. In *AD&D*, it may hail from the outer planes or the Underdark, created by some powerful being to collect data on "exotic" lifeforms. In *LSR*, perhaps it is a katana created by a secret sect devoted to killing oni in the Shadowlands; since oni are not born, each is unique to the sword and hence a valid victim. Alternately, the sword may have come from the Shadowlands, and its desire is to kill a human from each province rather than a member of every species.

In designing your own Riven Blade, devise a list of creatures the sword has already slain for your own reference. Depending on its past, it may only have very few victims to its credit or may have already claimed a great many; these creatures may mostly be common to the local area or exotic residents of a different plane. It all depends on how you want the players to use the sword.

SPECIAL ABILITIES

The Riven Blade has the following abilities:

- It will not strike creature types it has killed. It will either twist in its wielder's hand to avoid striking such a target or, failing that, pass through the flesh of the target without effect. It also won't allow itself to be thrown at creatures.

- Any creature successfully struck by the Riven Blade is slain immediately. There is no avoiding this fate; no amount of armor, skill or magical protection can prevent this.

- Different species of the same creature type are affected by the sword. For example, the sword could slay both one black dragon and one red dragon. However, all members of one race are considered the same species. A human is a human, no matter where he is encountered.

CAMPAIGN IDEAS

- The PCs discover the Riven Blade in some tomb or treasure hoard, but they have no knowledge of its properties or any means of learning them. The only way to discover the blade's true nature is by experimentation; hopefully the PCs will fare better than poor Ronar.

- The characters find the Riven Blade in the crypt of a famous dragon or oni slayer. Once they discover the sword's secret, they may surmise the great hero made his reputation more with the sword than with fighting prowess. They may decide to reveal his secret or take up where he left off. Naturally, most of the creature types he stalked have already been killed by the sword, but there are plenty other mighty beasts to fell...

- The sword is loaned to the characters by a religious or political power which hires them to slay a dire enemy—perhaps a vampire lord or ogre king. The target's species has not yet been slain by the sword, making it an ideal tool of destruction. Unfortunately, in getting to the target, the characters must defeat several of his powerful lieutenants, all of whom are also of his species. Temptations to use the sword early abound.



The Riven Blade can dissect a deck that relies on a large variety of creature types. At the worst, it's a one-shot colorless creature-eliminator.

- When a certain assortment of creatures have been killed, the true power of the Riven Blade will awaken. The PCs discover an ancient text or scroll, from which they can determine which creatures need to be killed. The PCs must then go on a quest to find and slay each of the beasts—some fairly common, others much more exotic. But will the power they unleash be beneficial or malevolent? Only one way to find out...

- The PCs find or receive the Riven Blade, but it is a part of an ensemble rather than a unique item. Perhaps there is also a suit of armor, gauntlet and/or shield with similar properties. If all of the pieces have individually faced a common foe and are then united, they collectively can be used repeatedly against creatures of the same type. This should only be to help complete some grand quest; the artifacts either lose their power or vanish once the ultimate goal has been accomplished.

Paul Sudlow once had a magical butter knife that could slice through a wide variety of lunch meats—even bologna.

LORE GAME STATS

AD&D	GURPS	LSR
BASTARD SWORD	BASTARD SWORD	KATANA
SIZE: M	MIN ST: 8	ROLL: +2
SPEED FACTOR: 3	REACH: 1, 2	KEEP: +2
TO HIT: +3	TO HIT: +3	TOTAL: 5k4

Basic training

Legend of the Five Rings Roleplaying Game (LSR) is based on the collectible card game of the same title. It takes place in the fantastic Empire of Rokugan, a place that looks a lot like feudal Japan with a few distinct differences. It is a game where a character's honor and sincerity are just as important as his skill at swinging a sword or slinging a spell. Rokugan's population is divided chiefly among seven clans, although there are a fair share of minor clans and ronin or masterless samurai running around as well.

Because Rokugan is such a foreign setting for many Western gamers, getting into the swing of things can be a bit daunting. This article addresses many of the more common questions beginning characters have with Rokugan and her resident samurai and shugenja.

MAKING A CHARACTER

There are a lot of things to consider when making a character, especially when you have to start thinking like a samurai. Here's some information to make it a little easier to get into the samurai ethic.

MONEY: LSR's character creation system is simple and quick but still allows for a lot of diversity. Players choose a clan, then a profession—chiefly samurai or shugenja—select skills from their appropriate schools, then spend character points to personalize their characters. There have been a lot of questions about this process, almost all of them revolving around one very important topic: starting money.

One big question concerns pricing—of everything from a cup of tea to armor. In most RPG systems, prices are more or less fixed. In Rokugan, things aren't

STRATEGIES
and GAME IDEAS
FOR BEGINNERS by **john wick**



PUBLISHER: Alderac Entertainment Group
LEAD DESIGNER: John Wick
GENRE: Samurai Fantasy
RELEASE: November 1997

EWWWW, I BET
MULAN NEVER HAS
TO PUT UP WITH
THIS CRAP!



that simple because the economy is based on two variables that affect price: rice and bartering.

The standard coin of Rokugan is called a "koku," which is a rough measure of how much rice it takes to feed one man for a year. Now, when a country chooses to base its economy on rice, it faces a few problems—namely the laws of supply and demand. When the rice crops are healthy, the value of koku goes down, because there's plenty to go around. But when the rice crops come in short, the value of a koku skyrockets, because not everyone can have all the rice they want.

The second problem with the currency is that Rokugan's economy is still stuck in a bartering system. Items are not considered to have intrinsic value, but only perceived value. Rokugani never ask "How much is that worth?" They always ask "What do you want for that?"

As a result of these two variables, the prices listed in the main rulebook should be regarded as an extremely rough guideline. They're likely to fluctuate from region to region, from person to person, and—depending on the local crops—from season to season.

One last note on money. Many players are going to have



Don't mess with the samurai-ko. In *L5R*, the women hit as hard as the men.

samurai characters—from the samurai caste, not necessarily of the profession—which means that money is not very important to them. As the saying goes, "If a man is unwilling to part with his money, how willing will he be to part with his life?" Samurai are devoted to their lord, willing to throw away their lives in a heartbeat. It is important for a samurai's image to have people see him spending his money with careless abandon. Frugality and bushido do not mix.

CHARACTER BALANCE: While the character creation rules allow a player to create a real combat monster, it isn't recommended. Rokugan is a very polite culture, almost to the point of fanaticism. Social skills are often more important than combat skills in the upper echelons of Rokugani culture, and the socially inept super-warrior will quickly find himself lost when not on the battlefield.

There is a correct way to do *everything*, including getting dressed. Characters who put all their points in bugei skills or combat skills miss out on more subtle ones, which means they will never get anywhere in Rokugan society. If you literally don't have the right skills, you'll never be accepted in Rokugan society, which is a worse threat than it sounds. After all, you can fight and fight until you're bruised and bloody, but your cousin with the sincerity and courtier skills is going to get the promotion before



Resources

GETTING STARTED

Everything you need to know to play and run the game.

RECOMMENDED SUPPLEMENTS

The GM Screen, a starting adventure—*The Doom of the Hare Clan*—GM advice, rules for black magic, frequently asked questions and a few more goodies.

An extensive boxed set that includes three books, two maps, GM intro booklet and magistrate journal. Includes all the information you'll ever need to run a complete two-year-long campaign in Rokugan's seediest city.

ON THE NET

You can subscribe to the official *L5R RPG* list by sending an e-mail message to majordomo@frpg.com. Include the line "subscribe (your user name) l5rrpginfo.com" in your message, and you're up and running! Subscribers to the list include RPG Developer, John Wick and Ree Soesbee, *The Hidden Emperor* Story Directrix.

BASIC training

you do because he knows what to say and how to say it.

That's not to say that combat skills aren't important, of course. It's hard to be an effective samurai if you don't know which end of a katana to hold. The important thing is to realize that balance in character creation is essential.

ENEMIES AND ALLIES. Getting a group of players interested in the same clan is a bit difficult. You'll always have one person hot to play, say, a samurai from the Lion Clan, while another is gung-ho to run a Scorpion. This creates a problem for the gamemaster, because all the rivalries between clans can create tensions among the characters. It's also a bit difficult to explain why all these people from different clans are traveling around Rokugan together. Here are a few tips on integrating a party of characters from different clans.

Even though characters may come from different clans, they all serve the Emperor. Devotion to the Emperor's will is *paramount* in a samurai's ethics. If he has to suffer a slight to his honor to continue his service to the Emperor, he will. Putting his honor over his duty to the Emperor is looked on as selfish by other samurai—especially his direct superiors.

Also remember that in Rokugan, there's always a bigger fish than you. The glory rank or social standing of many beginning characters is quite low, which means there are a ton of samurai who are above them in the pecking order. If your uncle Hida tells you to get along with your Crane cousin, he



"Hm. They say if you use the magic pencil sharpener long enough, you'll get a big surprise."

isn't just talking to hear his own voice.

Gamemasters can also give each character the Emerald Magistrate Advantage for free. That way, they are all servants of the Emerald Champion, giving them one boss that outranks even their clan daimyo. The Emerald Champion is the voice of the Emperor, and his word is law. Disobeying his orders—specifically, the order to play nice with your traveling companions—is like signing your own death warrant.

There are less obvious and obtrusive ways to make your characters get along. Give your characters the karmic tie advantage for free. Make them all "allies." Or, if you're feeling particularly nasty, make them all enemies that *need* to get along because they're all wanted by a single rival clan. For instance, let's say you've got a Crane, a Lion and a Scorpion that all hate each other. However, they have also all been framed by the Phoenix, Dragon and/or Unicorn clans. They've been ostracized by their respective clans, and all they have is each other, because they're the only ones who know the truth. With only their traditional rivals to turn to, they'll eventually learn respect for one another and become the fastest of friends.

COMBAT

Combat in *LSR* is extremely deadly. A lot of beginning GMs have made the mistake of throwing an ogre or two against a beginning party of samurai and then watched as the ogres tore the poor bushi apart with their bare hands.

Adventure Hooks

Here are some basic adventure hooks to get a group of players going right from the start.

A BUNCH OF ENEMIES This is a good adventure to draw together a group of characters from a bunch of clans, as discussed in "Enemies and Allies." Most parties are made up of four to six players, each representing a proportion of the clans. If you've got an unrepresented clan, they're the bad guys. The bad guys have pulled a fast one on the characters, who have now been disowned by their respective clans and have only one another on which to rely. Or, if you prefer, make the enemy from within their own respective clans, a cabal of evil upon which they happened to stumble. They've got to find the resources to expose the conspiracy and clear their names before it's too late.

WALL DUTY Congratulations! You've just been assigned the prestigious duty of standing on the Kaiu Wall to help the Crab guard Rokugan from the Shadowlands. This is a great way to get "talking" characters and "fighting" characters together. The only way to get off the wall is to convince somebody higher up that you've done your duty, but you can't do your duty until you get your hands dirty first. Courtiers and fighters have to wash each other's backs, and we all know how poorly player characters work together when they're forced to!

A PEACOCK PROBLEM The Emperor's favorite peacock grew ill and was sent to the Phoenix lands for healing. The spells were successful, and now it needs an escort back to Otosan Uchi. You've been chosen to guard the peacock all the way down the mountains, across the rivers and through the forests... watching for bandits, ogres and other nasties all the way. Be sure not to let that peacock go. They're hard to catch and even harder to find when they go running off into the woods.

Yes, *LSR's* combat system is perhaps the most lethal in the game industry. It is unforgiving and merciless. If a character makes a mistake, he's going to get killed. But look at it this way: The same is true for the other guy.

Western European weapons are very different from the katana employed by samurai. Samurai figured out a method for making swords—called “folding steel”—that *still* has not been improved upon. They would test their swords on a pile of criminals—usually about four to six high. They'd pile them up, one on top of another, and slice down through the pile. The sword was judged by how many bodies it cut through, and if it didn't cut quite far enough, it was usually sent back to the blacksmith to be improved.

This is the world in which a samurai dwells: He lives exactly four feet from death every moment of the day. Designing a combat system that was anything other than realistic would be an insult to the entire samurai ethic. And that's not what *LSR* is all about. Just be very careful about choosing what fights in which you get involved.

In Rokugan, samurai must fight with intelligence as well as skill. They have to choose their fights, rather than have their fights chosen for them. As one swordsman in Rokugan said as he fell into his fighting stance, “My name is Akodo Kulu. I have killed 40 men with this sword... And each one of them was a better swordsman than you.” That kind of intimidation factor usually ends fights before they start, which is how many sword fights end up in Rokugan anyway. Samurai may be willing to throw away their lives, but they are only willing to do it if it serves their lord. Throwing away your life because it serves your own vanity and pride is selfish and not very honorable—or practical, for that matter.

THE TECHNIQUES

Many players and GMs have commented on the “secret clan techniques” that samurai acquire. I'm happy to report that I've received reports about each school telling me that specific school was unbalanced.

The fact of the matter is that each school provides a character with a specific advantage. Nobody is faster than a Scorpion. Nobody can absorb damage like a Crab. Nobody wants to duel a Crane. The list goes on and on.

When choosing a bushi from a specific school, make sure to play up your advantage. Don't try to be what you aren't.

John Wick hails from the little-known Candle Clan, whose school of paper lantern fighting is unparalleled throughout Rokugan.

Character sample

MATSU HIDUKO

Hiduko is a young, ambitious, if somewhat naive, samurai-ko (samurai-maiden) of the Lion Clan who made the mistake of falling in love with a Scorpion courtier, Bayushi Nijadan. Nijadan has gained quite a deal of her clan's dearest secrets, and now Hiduko is going to make him pay... if she can find him.

Hiduko is a battle-maiden from the Matsu Bushi School—which gives her +1 reflexes. Also, when making a full attack, she adds her school rank to every die she keeps when rolling to hit and to damage. She also has the combat reflexes advantage. After initiative is rolled, she may switch places with the character whose action is directly before hers. For example, if she's third in line for actions this turn, she may switch places with the character who is second. Naturally, that person becomes the third in line.

2 EARTH
2 WATER
Strength 3
2 AIR
Reflexes 3
2 FIRE
Agility 3
2 VOID

SKILLS

Archery 3, Battle 3, Hand-to-Hand 4, History 2, Kenjutsu 4, Naginata 2, Tetsubo 2

HONOR: 4.5

GLORY: 1.5

ADVANTAGE: Combat Reflexes (6 Points)

EQUIPMENT: Full armor, Katana, Wakizashi, Naginata, Tetsubo, One day's rations, Travel papers



Illustration: Paul Butler

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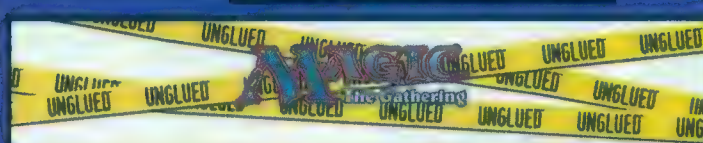
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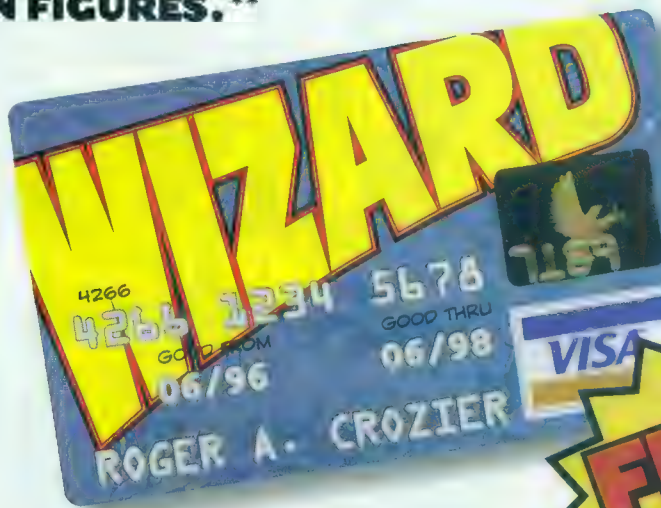
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Now a sarsaparilla-drinkin', mule-ridin', gun-fearin' babyface like yourself will last about 30 seconds in Gomorra, the official, legal-type name of the streets where *Doomtown* takes place. Thirty seconds is about how long it'll take before some wet-behind-the-ears whippersnapper with more bullets than brains fans his hammer in your direction and plants you like a shade tree. So if you don't want to find yourself takin' an eternal siesta, you should study up a bit and learn the lay o' the land before headin' out.

'Cause Gomorra's like no place else. It's a burg where mad scientists rub elbows with spell-slinging gamblers, and the guy you aced in a shootout last week just might crawl up from the grave and call you out again. It's a boom town that runs on ghost rock—a miracle fuel that's half uranium, half spirit and 100 percent trouble. 'Course it's also more valuable than gold, so you'll want to hook up with one of these outfits to get yourself some.

BLACKJACKS

EPISODES: 1 & 2

BACKGROUND: One of the unfortunates who ran afoul of the Sweetrock Mining Co. was a miner named Jackson. After being swindled out of his claim, he swore vengeance against the corporation that was slowly buying up Gomorra and turned to a life of crime. Now calling himself Black Jack, Jackson sees every bank job and stick up as a blow against Sweetrock. Most of the riffraff in his gang aren't so noble; they're in it strictly for the money.

STRATEGY: You shoot folks. When you ain't plugging people, you're stealing stuff. Plundering, in fact, is at the core of most Blackjack strategies. You

**BY JASON SCHNEIDERMAN
AND THE INQUEST STAFF**

get money through theft, represented by using your gang ability and holding up the stagecoach whenever A Coach Comes to Town. Still, this often isn't enough in the early going, forcing you to Raid your opponent's vault and even go Grave Robbin'. But your thievery doesn't end at stealin' ghost rock. To win, you're gonna need Control Points (CP), and BJ and his boys don't think twice about takin' their opponents' property. Most importantly though, you'll need a solid poker strategy since you're gonna be gunfightin' to win. Stack your deck with all clubs and only a couple of numbers or the aces, eights and jacks that make up a Dead Man's Hand.

KEY CARDS: The Graveyard deed is a perfect match for you. Playing The 1st Bank of Gomorra after a shootout has left your opponent low in influence can often clinch a win. Since you may find yourself with too little rock, several copies of Founder's Day, A Coach Comes to Town and Yer All Chicken—in multiplayer games—will be necessary. You'll need Dead Man's Hand and Ambush too so's you can plug all them yellow bellies cowering at home.

DRAWBACKS: Low initial ghost rock production. BJ is this gang, and if he gets a one-way ticket to Boot Hill, the Blackjacks are in trouble. Therefore, the Blackjacks fear cards that weaken BJ's gunfighting ability, like Pistol Whip and Out of Ammo. The mere sight of Hangin' Judge Gabriel makes BJ crap his chaps.

THEY'RE DANGEROUS BECAUSE: They know their way around a shootin' iron like no one else.

THE COLLEGIUM

EPISODES: 1 & 2

BACKGROUND: If our history was Weird West history, you'd see the name Oswald Hardinger in textbooks next to names like Marie Curie and Thomas Edison. As the founder of the Distinguished Collegium of Interspacial Physics, Oswald's one of the foremost experts on the mechanical and chemical

properties of ghost rock. The Collegium is a research facility and the testing ground for all those ray guns and rocket packs the scientists develop. Maybe someday, they'll even figure out what it is about ghost rock that makes so many of the scientists go crazy.

STRATEGY: Let technology win the game for you. The Collegium has easy access to gadgets. And since each gadget with a difficulty greater than 4

earns you a CP, get as many of these as quickly as you can. But don't ignore the non-CP generating gadgets like Prof. Parnham's Miracle Elixir or the Bullet-Proof Vest, as they can keep your high-influence dudes in the game long enough for you to win. Make money by playing low-cost strikes as well as loading up on Founder's Day events. Prof. Susan Franklin should always be a starting character. If possible, sell your unplayed goods at Perry's Pawnshop and reduce the cost of any goods you're bringing into play with Sam's General Store and the Scrapyard.

KEY CARDS: Difficulty 5+ gadgets—items like the Dynamite Launcher, Ray Gun, Rocket Pack, Flamethrower and Holy Wheel Gun. Bob's Fix-it Shop so you can protect and recycle your gadgets, and Snake Eyes to make sure you get the gadgets when you need them.

DRAWBACKS: Low initial ghost rock and low ghost rock production. Weakest gunfighters.

THEY'RE DANGEROUS BECAUSE: They can win without ever leaving home.

LAW DOGS

EPISODES: 1 & 2

BACKGROUND: Every town, no matter how rough and tumble, needs a few tinstars to keep the place from breaking down completely. That's the job of a buncha concerned citizens and the authorities with jurisdiction 'round Gomorra known as the "Law Dogs." They're led by Sheriff J.P. Coleman, a former ghost rock miner who took up law enforcement as a hobby... He was looking for something less dangerous than mining.

STRATEGY: To bring the full weight of the law to bear, you need to make dudes wanted. The easiest way is by issuing a Warrant, although Framed works if you have more money than influence. Once the varmints are wanted, you can off 'em with Lynch Mob, Clean up this Town or have Judge Henry Warwick gather a posse. To stop yourself from losing the game early and to help in your lynching attempts, recruit as many dudes as is practical. When cleanin'/lynchin', concentrate on the dudes with two or more influence as they're worth victory points, and killin' them lowers the CP you need to win. Once you've sent a few high influence outlaws to Boot Hill, playing a high-CP deed like The Courthouse or Town Hall is usually enough for the law to carry the day.

KEY CARDS: Warrant or Framed to make 'em wanted and Lynch Mob or Clean up this Town to send 'em to Boot Hill. Full Moon is also particularly good since it has a value of 5 just like Warrant, and even if the dude you take control of lives out the day, you can usually make him perform an action that results in him becoming wanted. The Jail and Courthouse deeds should be a able to generate all the CPs you need.

DRAWBACKS: Low initial ghost rock production. Most good gunfighters are expensive and have upkeep. Future rules changes may allow weapon modifiers to be included in



defending total, drastically lowering effectiveness of Lynch Mob.

THEY'RE DANGEROUS BECAUSE:

The long arm of the law can reach you anywhere and at anytime.

SWEETROCK MINING CO.

EPISODE: 3

HISTORY: If the acrid smell of ghost rock is in the air, the sweet scent of old money is soon to follow, courtesy of the Sweetrock Mining Company of Pittsburgh, Pennsylvania. Howard Findley, the CEO of Sweetrock, took the first stagecoach he could out to Gomorra and set about acquiring as much of the town and the mining rights as he could. The mayor's in his pocket, as are many of the local businesses, and he's not about to let anyone stand in his way.

STRATEGY: Everything comes to a Sweetrock player who waits. You produce five rock per turn and will usually win low-ball as well. This kind of cash can buy you a lot of influence in Gomorra. Not that you need it, since you have the highest influence dude in town, Howard Findley. High influence will assure that you don't lose the game early while you're building up your rock reserve. Once you have a ghost rock stockpile, just wait for the right moment to strike. Play as many strikes that produce five or more rock as possible, especially the big boys like Dragon's Nest and Smiley's Shaft, and chances are, you can win without violence. Don't worry about others temporarily squatting on your deeds. Once there are enough CP deeds out to win, send your Sweetrockers out to pick a fight if need be. As soon as one of them no good tinhorns accepts, use Jim MacNeil's special ability to put your best gun forward.

KEY CARDS: High influence dudes like Howard Findley. Utility dudes like Mick Caples and Jim MacNeil. Strikes that produce five or more ghost rock, the more CP the better. Cards that allow you to gunfight on favorable terms like Pistol Whip, Ignore 'im and Crack Shot.

DRAWBACKS: If the money doesn't flow, Sweetrock doesn't go, making it vulnerable to ghost rock denial decks that Claim Jump, Haunt and Cave-In their mines. Also, the wide range of cards required to make Sweetrock hum limits poker strategy.

THEY'RE DANGEROUS BECAUSE: Money talks, and the Sweetrockers are practically printing it.

WHATELEY FAMILY ESTATE

EPISODE: 4

HISTORY: An ancient, corrupt family from back East with access to immense power? Must be the esteemed Whateley clan, an intentional nod to H.P. Lovecraft's sorcerous Wilbur Whateley. The members of this outfit, led by the ancient matriarch Wilhelmina Whateley, claim they've

DECKED OUT

How Sweetrock it is...

This deck follows the Sweetrock strategy outlined in this article. It uses high influence dudes to keep itself in the game and uses ghost rock until it can play the big CP strikes. Once the characters and deeds have been filtered out of the deck, it doesn't shy away from shootouts. For poker, only three cards are not 2 through 6, making always legal straights likely. And straight flushes—always deadly—possible.



DUDES

- 1 Big Inke
- 1 ...And Scooter
- 1 Billy No-Back
- 1 Caswell Greene
- 1 Eagle Nose
- 1 Hector Capuro
- 1 Howard Findley
- 1 Humphrey Waters
- 1 Jim MacNeil
- 1 Max Bain
- 1 Mick Caples
- 1 Sandra Harris
- 1 Starting characters

DEEDS

- 1 The 1st Bank of Gomorra
- 1 Dragon's Nest Strike
- 1 Hell's End Mine
- 1 Lord Grimley's Manor
- 1 Orahenny
- 1 Rocking Mine
- 1 Smiley's Shaft
- 1 Smiling Lizard Lode

EVENTS

- 3 Eureka
- 2 Full Moon

GOODS

- 1 Still

ACTIONS

- 4 Ace in the Hole
- 1 Arson
- 2 Crack Shot
- 1 Diversion
- 1 Don't Like Yur Looks
- 4 Trouble Double
- 1 Bust Devil

- 1 Franklin the Hammer
- 1 Follow in My Footsteps
- 3 Gonna Blow Coal
- 2 Ignore 'im
- 2 Crack Shot
- 3 Pistol Whip

SPECIAL

- 2 Joker

DEADLANDS

As cool as *Doomtown* is, the setting in the CCG just scratches the surface. For the whole story, you've got to go to the source—Pinnacle Entertainment's *Deadlands* roleplaying game. In it, you can play out your own adventures in the Weird West, facing down the evil Reckoners—otherworldly beings that feed on fear—before they become unstoppable.

To get started, you'll need the *Deadlands* core rules and *The Quick and the Dead*, which is the player's guide and setting book. Those two will give you enough to begin a campaign; if you're looking for starting adventures, the *Marshal Law* game master's package includes really good ones. *The Book o' The Dead* works for any campaign that deals with the Harrowed, but save books like *Smith & Roberts*, *Hucksters & Hexes*, *Law Dogs*, *Fire & Brimstone*, *Ghost Dancers* and *The Great Maze and City of Gloom* boxed sets for later. If you've got a hankering for mad scientists, hucksters, preachers, shamans, sheriffs or even pirates, you should pick them up, but they're not necessary.

come west in search of a fresh start, but rumor has it they're waiting for something special to happen. They seem especially interested in making sure the level of fear and supernatural activity in Gomorra stays sky high.

STRATEGY: Hexes are the Wheateley's stock-in-trade. There's no reason to play this outfit unless you're intent on using the black arts to win the game. And there are sorceries for every purpose:

acing dudes from a distance, booting dudes before they can act, lowering dudes' influence at key times... You name it. When and if it ever comes to gunplay, the Wheateley's have hexes that boost their bullet rating or lower that of their opponents. And for those big brawls where a little meddling magic isn't enough, they can always summon a full-blown abomination like the Unknown Hooded Figure, who looks suspiciously like the Grim Reaper.

KEY CARDS: Powerful Hucksters like Basil and Wilhelmina Wheateley with hexes like Mind Twist and Soul Blast. Lord Grimely's Manor allows you to have your dudes doing valuable work, while you sit around hoarding your control points. Of course, a Pembroke's Analysis of Hoyle should be in every deck.

DRAWBACKS: Slow starters with no easy access to ghost rock. Hexes require high pulls for maximum success, but hex cards are low values, making deck construction an exercise in compromises. And there's that nasty little card called Manitou's Revenge, which can ace a huckster who fails while trying to cast a spell.

THEY'RE DANGEROUS BECAUSE: You can kill 'em, but that don't necessarily stop 'em.



SHIOUX UNION

EPISODE: 5

BACKGROUND: Joseph Eyes-Like-Rain had a vision—signs of impending doom and a horror that only he could prevent. He gathered his belongings, left the Dakota Territories and headed west in the hope of preventing disaster. Along the way, he gathered followers from all the local tribes: Cherokees, Utes, Coyotes and so on. By the time they reached Gomorra, they had become a tribe all their own. To honor their leader, they took the name of their union from his tribe.

STRATEGY: The Sioux are the thinkin' man's outfit. Since they can retrieve cards from both their deck and discarded draw hands, these Indians can set themselves up for victory better than any other gang. To be a successful Sioux, you'll need to include a wide range of Sioux dudes and spirits and know what their abilities are. Exactly how you want to win is wide open, since the Sioux are savage fighters, can produce ghost rock without deeds and can use spirit magic. There are many paths to victory, just make sure you choose one before starting and stick to it.

KEY CARDS: Joseph's card retrieving ability makes the Sioux sing and John Bloody Knife keeps Joe safe. Since you can retrieve spirit magic at will, stock up on cards like Lightning Strike, Medicine and Strength of the Bear. You can't go wrong with a few Bow and Arrow cards either.

DRAWBACKS: Spirit magic generally doesn't affect your most important enemies—those with high value and influence.

THEY'RE DANGEROUS BECAUSE: The Great Spirit can accomplish anything, and the Sioux have a direct line to him.

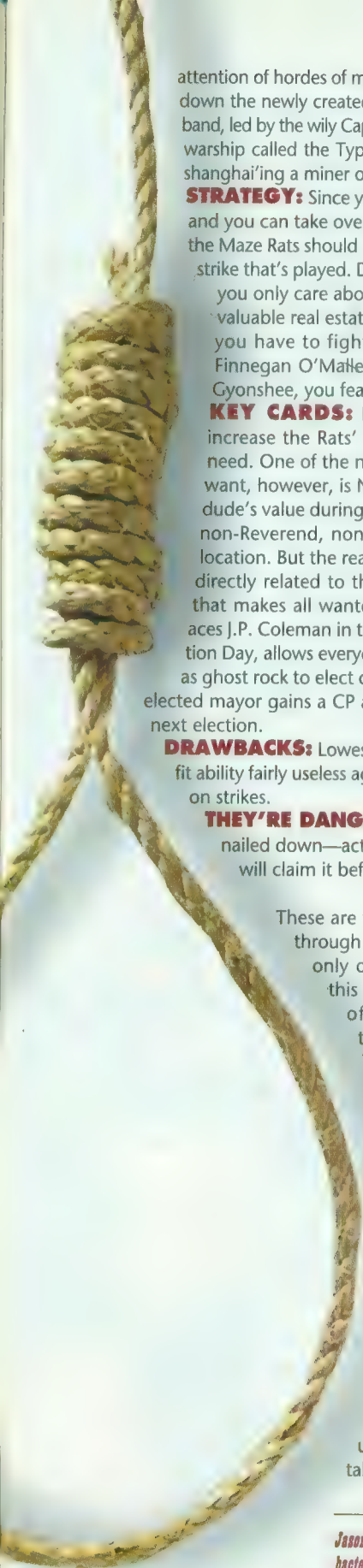


THE MAZE RATS

EPISODE: 6

BACKGROUND: In 1872, a malevolent shaman named Raven called out to the earth spirits in California, causing a giant earthquake. It fractured the territory into a network of islands and exposed giant seams of gold, silver and ghost rock. The labyrinth of waterways and cliffs became known as the Great Maze, and the riches attracted the





attention of hordes of miners and pirates, who sail up and down the newly created canyons of the Maze. One such band, led by the wily Captain Sim-Yut-San, pilot an armored warship called the Typhoon. And the Rats aren't above shanghai'ing a miner or two along the way.

STRATEGY: Since your home is adjacent to all strikes and you can take over other folk's mines at gunpoint, the Maze Rats should be able to own every worthwhile strike that's played. Don't bother with in-town deeds; you only care about mines. Since many mines are valuable real estate, there may come a time when you have to fight for one, but with dudes like Finnegan O'Malley and monsters like the 4-Stud Gyonshee, you fear no one.

KEY CARDS: Big CP strikes and goods that increase the Rats' bullet rating should be all you need. One of the new actions every Rat player will want, however, is Night Haunt: Pull greater than a dude's value during nightfall to ace any non-Terror, non-Reverend, non-Flock dude at an out-of-town location. But the real key cards in Episode Six aren't directly related to the Maze Rats. There's an event that makes all wanted dues in play unwanted and aces J.P. Coleman in the process. Another event, Election Day, allows everyone to use their influence as well as ghost rock to elect one character mayor. The newly elected mayor gains a CP and an extra influence until the next election.

DRAWBACKS: Lowest initial starting ghost rock. Outfit ability fairly useless against opponents who don't rely on strikes.

THEY'RE DANGEROUS BECAUSE: If it ain't nailed down—actually, even if it is—these pirates will claim it before the ink dries on your deed.

These are the major outfits in *Doomtown* through September, but they're not the only ones on the horizon. Riding in this October is the first of two arms of federal law-enforcement: the legendary Texas Rangers. They're followed by the mysterious organization known as the Agency, due in November. The last outfit is scheduled for a December release and will introduce Elijah, a fire-and-brimstone preacher, and his "Flock."

If you haven't already greased your spurs and armed yourself with a deck, no reason to wait any longer. Pick your outfit, saddle up and head on out to Gomorra to rustle some feathers. Who knows? Maybe you can be that upstart whipper-snapper who takes the town by storm.

Jason Schneiderman and the InQuest staff support bacteria; it's the only culture some people have.

MORE WAYS TO SKIN A CAT

*Poker's been part of the American landscape for over 100 years. So, naturally, dozens of variants exist. Most involve gambling to work properly, but here are five you can use to liven up your *Doomtown* shootouts.*

- **Anaconda** a.k.a. "Pass the Trash." After you've taken your draw bonuses—but before you discard down to five cards if you've got stud bonuses—exchange three cards with your opponent. Then, if you've got more than five cards, discard down to five and reveal your draw hand. After resolving the shootout, place the exchanged cards in the owner's discard pile.
- **Antiwild.** Each player in a shootout deals one card face down to the center of the table. After players have drawn but before draw hands are revealed, flip over your face-down card and discard all cards in your draw hand with a matching rank. If this discards all of your cards, your hand rank is considered the lowest possible hand.
- **Auction.** In addition to their normal draw hands, the two main players in a shootout deal two cards face-up to the center of the table. After you take your draws but before you discard down to five cards, you may bid ghost rock to pick up a card from the center of the table and add it to your hand. The dealer chooses in which order cards are bid on and starts the bidding. If there is no bid on a card, it's placed in the owner's discard pile.
- **Follow the Jokers.** Resolve hands as normal but for each Joker your opponent uses in his draw hand, you make a pull. The card you pull becomes a wild card for you only.
- **Jacks to Open, Trips to Win.** In order to draw any additional cards in a shootout, a player must show a pair of jacks or better in his original hand. If neither player can, the shootout ends; jobs are considered to have failed. If a player shows a pair of jacks or better and draws, he must end with at least Three of a Kind to win. Otherwise the shootout ends with no dudes aces and jobs considered unsuccessful.



***InQuest* conjures up a dozen AD&D Magic cards**

Nope. You ain't dreamin'.

The numero uno crossover on the minds of fans everywhere is *Magic* and AD&D. Back in *InQuest* #35, our "Dungeons and Dominaria" feature covered what it might be like if *Magic* was incorporated into AD&D. Now, we're going the other way 'round: What if your favorite AD&D creatures, legends, magic items and spells became *Magic* cards?

Heck, we always wanted to play a beholder...

By the InQuest staff

CREATURES

Beholder

There's something about a creature with lots of tentacles and eyes that gives us the willies—and keeps us coming back for more. The beholder, or “eye tyrant,” appears as a large, hovering orb dominated by a large central eye, a wide, toothy mouth and 10 smaller eyes on stalks. There are more than 20 different varieties—called “beholder-kin”—which possess such abilities as bloodsucking tentacles, water-breathing, magical energy drain, planar travel and “undeadness.”

Among the nastiest monsters in AD&D, the beholder's tough armor class, high hit points and multiple weapons rank it as the baddest floating head in the business. Sure, it defies the laws of physics, but who cares, when a beholder can zap you with any of 11 different magic rays: fear, telekinesis, charm, disintegration, anti-magic, etc. Facing firepower like that, heroes seldom have a prayer one-on-one against this badboy.



Summon Beholder

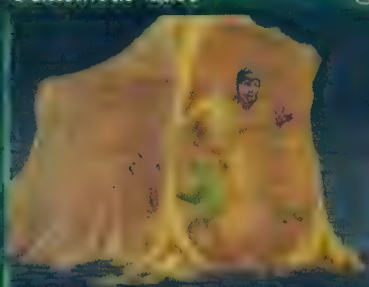
- 3 Flying.
- 2, 2, 6: Target creature cannot be blocked except by black and artifact creatures until end of turn.
- 4, 4, 6: Untap target artifact and take control of it until end of turn.
- 4, 4, 6: Tap target creature
- 2, 2, 6: Beholder deals damage equal to its power divided any way you choose among any number of target creatures.
- 2, 2, 6: Destroy target enchantment.

Illus. Ed Beard Jr.

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3/2

Gelatinous Cube



Summon Ooze

Gelatinous Cube cannot be the target of spells or abilities. During your upkeep, flip a coin. If the flip is tails, you must choose a target artifact or creature you control. If the flip is heads, your opponent must choose a target artifact or creature he or she controls. The chosen target is placed off to the side. If no creatures or artifacts are placed off to the side this turn, Gelatinous Cube must attack if possible. If Gelatinous Cube leaves play, all cards placed off to the side return to play tapped under their owner's control.

Illus. Allen G. Douglas

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2/2

Gelatinous Cube

Frequently employed by powerful mages as dungeon “janitors,” these scavengers are ideal for cleaning living or dead material from the floors and walls of underground passageways. Though non-organic items are indigestible to a gelatinous cube—bits and pieces of treasure and equipment are frequently seen “floating” inside of them—living opponents touched by the cube can be anesthetized for up to 20 minutes. Once a victim is paralyzed, the cube surrounds its prey and releases corrosive fluids which can digest the average adventurer in under eight minutes.

Though slow-moving, gelatinous cubes are no pushovers. Cold has only a minimal effect on these creatures, while they're flat-out invulnerable to electricity, paralysis, polymorph and sleep-based attacks.

What happens if you're caught inside one of these things? Grab those torches. You just might burn your way out before your face melts like a “Raiders of the Lost Ark” special effect... but we don't like your chances.

Mind Flayer

As the name implies, mind flayers are carnivores which feed on the brains of others. Capable of leveling whole crowds with a devastating mind blast, mind flayers, otherwise known as illithids, enslave inferior races and use them as servants until such a time as their hunger needs satiating. In combat, an illithid fights with the four octopus-like tentacles about its mouth; once all its tentacles have attached to a victim's skull, it can extract and devour the brain in under a minute.

All mind flayers detest the sunlight and live in underground cities of 200 to 2,000. At the center of these cities lie the illithid elder-brains, pools of briny fluid which hold the sentient brains of the cities' dead mind flayers. In a state beyond death, the elder-brains still rule the cities through a telepathic link which commands all illithids and warns them off any approaching danger, making their lairs virtually impregnable.



Summon Illithid

- 6: Gain control of target creature with casting cost less than four. While you control target creature, it loses all special abilities. Each Mind Flayer may control a number of target creatures equal to the number of Mind Flayers in play.
- 6: Sacrifice a creature controlled by Mind Flayer to add an amount of colorless mana equal to its casting cost to your mana pool.

Illus. Kelley Summers

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LEGENDS

Elminster

The most powerful mage in all of the *Forgotten Realms* started out as a thief. Nearly 1,200 years old, Elminster was also a fighter and a priestess (don't ask!) before the Goddess of All Magic, Mystra, imbued him with great magical knowledge. As a Chosen of Mystra, Elminster rose quickly through the wizardly ranks to become a 29th-level mage. He now commands virtually all the spells of the land due in large part to his photographic memory. Though Elminster generally disdains conjuration and summoning spells, he has access to a vast arcane arsenal no matter the situation, from *magic missile* to *meteor swarm*, with a few of his home-brewed ones thrown in to boot. Whether Elminster is battling gods for the sake of the Realms or playing the mysterious storyteller in his Shadowdale tower, he champions the forces of good wherever his attention may fall.



Lolth

An elemental force of darkness and evil, Lolth, the Queen of the Demonweb Pits, has always ruled her dark-elf minions, the drow. When not aiding the drow in their conquest of the Underdark and their goal of eradicating the surface elves, Lolth schemes from her vast web-complex in the outer-planar Abyss hatching plots to feast upon other realms.

Able to alter her form at will between that of a beautiful drow and a huge spider, the drow's principle deity is a hellish opponent in combat, though Lolth usually chooses others to do her fighting for her. Forced into a confrontation, Lolth can draw upon many weapons: a deadly bite which kills victims almost instantaneously, high-level spells, her poison-coated web strands which can be jettisoned up to 30 feet away and the innate ability to summon hordes of giant spiders to her defense.

Dr. Rudolph van Richten

Van Richten is the premier monster-hunter of Ravenloft. With his greatest weapon, his peerless intellect, he studies the realm's supernatural creatures to better exploit their weaknesses wherever he encounters them. Once a healer in the city of Rivalis, the doctor's obsession was born one night when a gypsy tribe came to his healing shop with a gravely injured comrade. Van Richten could not help them and, fearing their power, offered them anything in return for his life. They took his son and, shortly thereafter, sold the boy to a vampire lord, Baron Metus. Van Richten recovered his son...but too late; he had already been afflicted with vampirism. His child begged to be released from an eternity of suffering, so the heart-broken Van Richten slew him...only to gain Baron Metus' enmity. As revenge, the Baron destroyed the remnants of the doctor's normal life by killing his wife. Van Richten was never the same and vowed to protect the world from the monsters that haunt the dreams of mortal men.



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MAGIC ITEMS

Deck of Many Things

The ultimate "help me, hurt me" magic item, the Deck of Many Things appears as a harmless set of 22 oversized thin plaques with glyphs magically inscribed upon them. The moment someone draws forth a card from the pack, the Deck of Many Things immediately bestows a blessing or a curse. Draw the Moon card and gain one to four wishes; choose the Void card and your soul is imprisoned forever. Select the Comet card and be presented with a challenge: Defeat the next monster you face single-handedly and gain one experience level; pick the Flames card and earn the hatred of a powerful patron devil. Draw forth the Key card and unimaginable treasure is yours; reveal the Skull card and battle Death himself to stay alive. Many have used the cards to acquire more reward than a lifetime of adventuring; just as many have never been heard from again.



Hand of Vecna

The arch-lich Vecna may have been slain, but his evil lives on in the body parts magically imbued with his essence. The most powerful of these is the Hand of Vecna, a blackened and shriveled left hand which, if pressed against the stump of a forearm, grafts itself to the wearer's skin and gives him monstrous strength.

The Hand's powers are vast and shrouded in myth. Each hand gesture by the wearer evokes a different ability: a curled finger might inflict body rot on a victim; an open palm may spread fear among a crowd; a clenched fist might deliver a mass death ray which destroys all living matter within a mile of the Hand. However, the more power the wearer draws upon, the more Vecna's evil essence will influence the wearer's nature. Eventually, even the most steadfast heart will succumb to the dark power of the Hand and become a disturbing reflection of the arch-lich himself.



Staff of the Magi

With a full array of offensive and defensive spellcasting abilities, the Staff of the Magi is a wizard's most coveted magic item. Although it's been rumored to grant elemental control, planar travel and telekinesis to its wielder, the Staff of the Magi boasts an arsenal of combat spells, including *lightning bolt*, *fireball* and *ice storm*. Unfortunately, all these neat spells cost a magical charge to perform; should the Staff's total reach zero, it can no longer be recharged and it's only good for kindling. However, the Staff's defensive capabilities help out here. If the wielder is skilled enough in combat, the Staff can be recharged by absorbing spells cast at him, preventing harm and juicing up the ol' stick. And should the wielder get into a seemingly hopeless bind, there's always a "retributive strike"—a breaking of the staff which obliterates all those foolhardy enough to fall within range of the resulting blast.



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SPELLS

Bigby's Crushing Hand

If you're running around Greyhawk at all, you're bound to hear about Bigby, one of the great wizards of that world. Bigby's Battering Gauntlet, Bigby's Dexterous Digits, Bigby's Grasping Hand, Bigby's Feeling Fingers... If it's a spell that has to do with hands, chances are that the name of this mild-mannered, middle-aged mage has got something to do with its origins. Bigby's most powerful spell, the Crushing Hand, creates a 5' tall hand capable of restraining and constricting a creature weighing half a ton.

Surprisingly though, Bigby himself is not much of an adventurer, preferring instead to stay at home and devote himself to scholarly and eldritch studies. This may, of course, be due to the fact that the evil demigod Iuz and his followers seek to execute the wizard since he nearly slew the deity. Despite these conflicts in his past, however, Bigby's nature remains the same: a cautious, quiet nit-picker, steadfast in his beliefs and friendships, always maintaining his sense of humor.



Delayed Blast Fireball

A 10th-level wizard can throw a *fireball* more than 100 yards, the length of a football field. A *fireball* cast by that same magic-user will fill a space of roughly 33,000 cubic feet. Think about it. That's around two cubic stories of flame, enough to swallow many single-family homes. Since you only need some bat dung and sulfur to pull this off, there's not a lot to it.

Advanced mages can delay their blasts up to five minutes by using a variation of the spell only available at higher levels. However, the wizard still must "point and shoot" the magical energy from his fingertips... and if it that energy comes into contact with something—a mouse, a piece of paper, a Battle Cow—in between him and his target, the *fireball* detonates early, possibly leaving the magic-user himself in the blast radius.



Wish

If you could have any one wish, what would it be? And what price would you be willing to pay? If you cast a *real* wish spell—like those found in *AD&D*—it's going to cost you five years of your life. Boom! Suddenly you're the oldest freshman in high school, jumping from 14 to 19 in a heartbeat. And you're not terribly sure what you're going to get; precise wording makes all the difference in what you receive. Do you want those damn birds dead, the ones that always do their business on your car right after you've washed it? A wish just might move you through time to after *they've* died. You see, wishing is a powerful and tricky business. Which begs the question: What if you wish to be younger? Would you end up at your original age or would you end up five years older than the age you wished to be?



The InQuest staff would gladly trade their decks of many things for a single gelatinous cube in the office.

CARDSTOCK

Tracking trends in the card game market

Raking off mortars from the fireworks display in Columbus, Ohio, city that hosted the Origins '98 convention, I remain Lars, *InQuest* price guide manager. In a market where players buy entire booster boxes after an expansion's release and the singles market doesn't really percolate until after weeks of play-testing, the tournament scene finally turned its enchanted head toward *EXODUS*. The U.S. Nationals in particular fleshed out a few oddities.

One note: You may notice that some popular *Exodus* cards, like Null Brooch and Dominating Lichd, have gone *down* in value. Why? Because they're included in the *Exodus* preconstructed decks. Why pay \$10 for one card when you can get it, and 59 others, for \$8.95? To see which premiums are in which decks, check out page 32. Now, here's a few cards to rubber-cement your eyes on:

OATH OF DRUIDS: It was a complete dark horse card, until shrewd tourney players saw this rare as a chance to easily get bloodthirsty creatures onto the table. The moment your opponent plays a creature, you unleash Oath of Druids and keep drawing from your library until you come across a creature, which comes into play free. Oath of Druids took the U.S. Nationals like a firestorm, and it's rocketed to become the number one card this month.

NECROLOGIA: Open a vein, get some tools. That's what Necrologia does, when you pay X life to draw X cards—during your discard phase, that is. Necrologia is sometimes preferred over *Necropotence* because it uses the life-for-cards strategy all at once, should you wish.

CATAclysm: With all the subtlety of Dolly Parton's hooters, Cataclysm devastates the battlefield, allowing each player to keep only one artifact, creature, enchantment and land. Thing is, Cataclysm doesn't affect your playing hand, so it works best if you sandbag, let your opponent overextend himself, then let Cataclysm rip through him.

HATRED: You pay X life, then your target creature gets +X/+0 until the end of the turn. Mind you, this is the same type of mutual destruction that got *Channel* banned, but it works extremely well in a number of black decks.

MEMORY CRYSTAL: With this shiny baby, all buyback costs are reduced by two. Now, buyback cards are preferred to non-buyback counterparts anyway, but this card makes things even rosier.

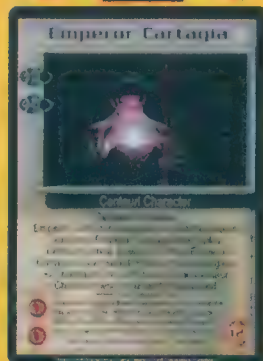
PANDEMONIUM: Oh, word, where do we start? With this raucous card, a creature comes into play and that creature's controller can deal damage equal to that creature's power to a target creature or player. So think: You can milk 18 points of damage out of *Ball Lightning*, assuming you use *Fling* after the attack. The possibilities with a *Phryxian Dreadnought*, a 12/12 creature which makes a brief stop in play on its way to the graveyard, are unholy.

That's all for this month. Next issue, we'll delve into one of the best-kept secrets in the CCG world: Promo cards, both these well and poorly promoted. See you then.

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WHAT'S HOT



BABYLON 5

Shadows expansion brightens *Babylon 5's* day, enhancing *Premiere* Set cards and instigating demand for strong characters such as Emperor Cartagia.



STAR WARS

A dark time for the CCG world's number two selling game as attention to *Babylon 5*, *Doomtown* and others draws attention from a Force-saturated market.



WHAT'S NOT

INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.

Full Set (295 cards) \$3,600.00
 Starter Deck (60 cards) 1,200.00
 Starter Box (10 decks) 1,200.00
 Booster Pack (15 cards) 125.00
 Booster Box (36 packs) 3,500.00
 All unlisted cards are 80% of Beta value.
 Unlisted Alpha errors are worth 125% of Beta value.

★ Black Lotus	400.00
★ Chaos Orb	100.00
★ Force of Nature	45.00
★ Forcefield	138.00
★ Gaea's Liege	24.00
★ Gauntlet of Might	130.00
★ Jade Monolith	15.00
★ Living Wall	10.00
★ Mana Short	18.00
★ Max Emerald	180.00
★ Max Jet	180.00
★ Max Pearl	180.00
★ Max Ruby	180.00
★ Max Sapphire	180.00
★ Orich Antillery	8.00
★ Orich Oniflame	15.00
★ Roc of Kher Ridges	22.00
★ Rock Hydra	30.00
★ Sedge Troll	25.00

BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards are black-bordered.

Full Set (302 cards) 3,500.00
 Starter Deck (60 cards) 250.00
 Starter Box (10 decks) 2,300.00
 Booster Pack (15 cards) 125.00
 Booster Box (36 packs) 3,400.00
 Unlisted Commons 1.00

● Air Elemental	4.00
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UNLIMITED EDITION

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 Starter Deck (60 cards) 200.00
 Starter Box (10 decks) 1,950.00
 Booster Pack (15 cards) 120.00
 Booster Box (36 packs) 2,750.00
 Unlisted Commons 25

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● Animate Artifact	1.00
● Animate Dead	1.00
★ Animate Wall	3.00
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★ Forcefield	100.00



TOP 10 HOTTEST CARDS

10) Pandemonium

When this bad-boy enchantment is in play, newly summoned creatures can smite one another and the players with wild abandon. Kinda brings the game to a hasty conclusion, eh? If things don't wind down quick enough for you, dig back into your Legends binder and toss a Eureka or two into the mix.

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Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND
 COMMON UNCOMMON RARE

price guide

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★ Fungusaur	6.00
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★ Steel Artifact	1.00
★ Stone Giant	1.00
★ Sunglasses of Urza	4.00
○ Swords to Plowshares	2.50
★ Taiga	22.00
★ Thicket Basilisk	1.50
★ Thoughtflood	2.00
★ Throne of Bone	.75
★ Timber Wolves	4.00
★ Time Vault	60.00
★ Time Walk	195.00
★ Timetwister	135.00
★ Tropical Island	20.00
★ Tsunami	1.00
★ Tundra	22.00
★ Tunnel	1.00
★ Two-Headed Giant of Forays	46.00

★ Warp Artifact	2.50
★ Water Elemental	1.00
★ Web	3.00
★ Wheel of Fortune	14.00
★ White Knight	2.50
○ White Ward	1.00
★ Will-O'-The-Wisp	7.00
★ Winter Orb	5.50
★ Wooden Sphere	.50
★ Word of Command	45.00
★ Wrath of God	9.00
★ Zombie Master	5.00

REVISED EDITION

WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00
Starter Deck (60 cards)	25.00
Starter Box (10 decks)	225.00
Booster Pack (15 cards)	9.00
Booster Box (36 packs)	275.00
All unlisted cards are worth the same as Unlimited.	
★ Aladdin's Lamp	3.00
★ Aladdin's Ring	2.00
★ Armageddon Clock	2.00

★ Ebony Horse	2.00
★ EH-Hajaj	3.50
★ Energy Flux	.50
★ Erg Raiders	.25
★ Eye for an Eye	3.50
★ Flying Carpet	3.50
★ Hurkyl's Recall	3.00
★ Island Fish Jasconius	3.00
★ Ivory Tower	5.50
★ Jandor's Ring	2.00
★ Jandor's Saddlebags	2.00
★ Kird Ape	.75
★ Magnetic Mountain	3.00
★ Miqep Djinn	6.00
★ Millstone	6.00
★ Mishra's War Machine	3.00
★ Onulet	2.00
★ Ornithopter	.50
★ Plateau	17.00
★ Primal Clay	2.00
★ Rock, The	1.00
★ Reconstruction	.25
★ Reverse Polarity	.25
★ Rocket Launcher	5.00
★ Savannah	17.00
★ Scrubland	17.00
★ Serendib Efreet	9.00
★ Shatterstorm	1.50
★ Sol Ring	5.00
★ Sorceress Queen	5.00
★ Taiga	17.00
★ Titania's Song	3.00
★ Tropical Island	17.00
★ Tundra	17.00
★ Underground Sea	17.00
★ Unstable Mutation	.25
★ Volcanic Island	17.00

★ El-Hajaj	3.00
★ Elder Land Wurm	4.00
★ Elvish Archers	4.00
★ Eye for an Eye	3.00
★ Fellwar Stone	2.00
★ Flying Carpet	3.00
★ Force of Nature	7.50
★ Fungusaur	3.50
★ Geo's Liege	5.00
★ Goblin King	5.00
★ Greed	3.00
★ Green Mana Battery	2.00
★ Helm of Chaztuk	3.00
★ Hive, The	3.75
★ Howling Mine	8.00
★ Hurkyl's Recall	2.00
★ Hurkyl Jackal	2.00
★ Hypnotic Specter	3.00
★ Inferno	4.00
★ Instill Energy	1.00
★ Island Fish Jasconius	2.50
★ Island Sanctuary	3.00
★ Ivory Tower	5.00
★ Jade Monolith	2.50
★ Jandor's Saddlebags	2.00
★ Jayemdae Tome	5.50
★ Junun Efreet	1.00
★ Keldon Warlord	1.00
★ Killer Bees	2.50
★ Kismet	1.00
★ Kormus Bell	2.00
★ Land Tax	5.00
★ Levathion	5.00
★ Lifelace	2.00
★ Lightning Bolt	1.50
★ Living Artifact	2.50
★ Living Lands	2.50
★ Lord of Atlantis	5.00
★ Lord of the Pit	6.00
★ Magical Hack	4.00
★ Magnetic Mountain	2.00
★ Mahamoti Djinn	8.00
★ Mana Clash	3.00
★ Mana Flore	6.00
★ Mana Short	4.00
★ Mana Vault	3.50
★ Manabombs	3.00
★ Meekstone	4.00
★ Millstone	6.00
★ Mind Twist	3.00
★ Mishra's Factory	4.00
★ Mishra's War Machine	2.00
★ Netter Shadow	3.00
★ Nevinyralt's Disk	6.50
★ Nightmare	8.00
★ Northern Paladin	6.00
★ Onulet	2.00
★ Personal Incarnation	4.00
★ Pirate Ship	2.50
★ Power Surge	3.00
★ Primal Clay	2.00
★ Psionic Entity	3.00
★ Purelace	2.00
★ Radon Spirit	1.00
★ Rag Man	3.00
★ Rebirth	2.00
★ Red Mana Battery	2.00
★ Reverse Damage	4.00
★ Righteousness	3.50
★ Royal Assassin	12.50
★ Savannah Lions	6.00
★ Sengir Vampire	4.00
★ Serra Angel	6.00
★ Shapeshifter	1.00
★ Shivan Dragon	15.00
★ Simulacrum	.50
★ Siren's Call	.50
★ Sleight of Mind	2.50
★ Smoke	3.00
★ Sorceress Queen	4.50
★ Spirit Link	4.00
★ Stasis	4.00
★ Ship Mine	4.50
★ Sunglasses of Urza	3.00
★ Swords to Plowshares	1.50
★ Sylvan Library	6.00
★ Tempest Efreet	2.50
★ Tetraevus	5.00
★ Thoughtflood	2.00
★ Timber Wolves	3.00
★ Time Elemental	6.00
★ Titania's Song	2.00
★ Triskelion	4.00
★ Urza's Avenger	5.50
★ Uthden Troll	1.00
★ Verduran Enchantress	3.00

FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00
Starter Deck (60 cards)	9.95
Starter Box (10 decks)	80.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	100.00
Unlisted Commons	15
Unlisted Uncommons	50

★ Air Elemental	1.00
★ Aladdin's Lamp	3.00
★ Aladdin's Ring	3.50
★ Angry Mob	1.00
★ Animated Dead	.50
★ Animate Wall	2.00
★ Ankh of Mishra	3.00
★ Armageddon	8.00
★ Armageddon Clock	3.00
★ Ashes to Ashes	1.00
★ Aspect of Wolf	3.00
★ Bad Moon	6.00
★ Balance	5.00
★ Bell Lightning	12.00
★ Birds of Paradise	7.00
★ Black Mana Battery	3.00
★ Blessing	4.50
★ Blue Mana Battery	2.50
★ Bottle of Suleiman	2.50
★ Brass Man	1.00
★ Bronze Tablet	2.50
★ Carrion Ants	2.50
★ Chaoxale	1.50
★ Circle of Protection: Artifact	2.00
★ Clockwork Avion	4.00
★ Clockwork Beast	3.00
★ Cockatrice	4.50
★ Colossus of Sardia	6.00
★ Control Magic	1.00
★ Coral Helm	2.00
★ Cosmic Horror	3.00
★ Counterspell	1.00
★ Crimson Manthorae	3.00
★ Crusade	7.00
★ Cursed Land	1.00
★ Dancing Scimitar	3.00
★ Deathlace	2.00
★ Dingus Egg	4.00
★ Disrupting Scepter	4.00
★ Divine Transformation	1.50
★ Dragon Engine	1.50
★ Dragon Whelp	2.00
★ Drain Power	4.00
★ Earthquake	5.00
★ Ebony Horse	2.00

★ Air Elemental	1.00
★ Aladdin's Lamp	3.00
★ Aladdin's Ring	3.50
★ Angry Mob	1.00
★ Animated Dead	.50
★ Animate Wall	2.00
★ Ankh of Mishra	3.00
★ Armageddon	8.00
★ Armageddon Clock	3.00
★ Ashes to Ashes	1.00
★ Aspect of Wolf	3.00
★ Bad Moon	6.00
★ Balance	5.00
★ Bell Lightning	12.00
★ Birds of Paradise	7.00
★ Black Mana Battery	3.00
★ Blessing	4.50
★ Blue Mana Battery	2.50
★ Bottle of Suleiman	2.50
★ Brass Man	1.00
★ Bronze Tablet	2.50
★ Carrion Ants	2.50
★ Chaoxale	1.50
★ Circle of Protection: Artifact	2.00
★ Clockwork Avion	4.00
★ Clockwork Beast	3.00
★ Cockatrice	4.50
★ Colossus of Sardia	6.00
★ Control Magic	1.00
★ Coral Helm	2.00
★ Cosmic Horror	3.00
★ Counterspell	1.00
★ Crimson Manthorae	3.00
★ Crusade	7.00
★ Cursed Land	1.00
★ Dancing Scimitar	3.00
★ Deathlace	2.00
★ Dingus Egg	4.00
★ Disrupting Scepter	4.00
★ Divine Transformation	1.50
★ Dragon Engine	1.50
★ Dragon Whelp	2.00
★ Drain Power	4.00
★ Earthquake	5.00
★ Ebony Horse	2.00



TOP 10 HOTTEST CARDS

9) Sarcomancy

Funny. Lots of people said this card sucked when it came out, but suddenly it's one of the hottest cards out there. Why? For starters, check out the killer deck on page 66—these "suicide" black decks have quickly become one of the top deck types, and the 2/2-for-one Sarcomancy is one of their keys to success.

★ Underground Sea	20.00
★ Uthden Troll	1.00
★ Verduran Enchantress	3.50
★ Vesuvan Doppelganger	20.00
★ Veteran Bodyguard	8.50
★ Volcanic Eruption	3.50
★ Volcanic Island	20.00
★ Wall of Air	.50
★ Wall of Bone	.50
★ Wall of Brambles	.50
★ Wall of Fire	.50
★ Wall of Ice	.50
★ Wall of Stone	.50
★ Wall of Swords	1.25
★ Wall of Water	.50
★ Wanderlust	.50
★ Alog	.25
★ Badlands	17.00
★ Basalt Monolith	2.50
★ Bayou	17.00
★ Birds of Paradise	8.00
★ Bottle of Suleiman	2.50
★ Brass Man	1.00
★ Clone	6.00
★ Contract From Below	3.00
★ Crumble	1.00
★ Dancing Scimitar	3.00
★ Demonic Attorney	3.00
★ Demonic Hordes	12.50
★ Demonic Tutor	5.50
★ Desert Twister	1.00
★ Dragon Engine	2.00
★ Dwarven Weaponsmith	1.25

★ Volcanic Eruption	3.00
★ Wanderlust	.50
★ Warp Artifact	2.00
★ Web	2.50
★ White Mana Battery	2.00
★ Whirling Dervish	1.25
★ Will-O'-The-Wisp	6.00
★ Winds of Change	3.00
★ Winter Blast	1.00
★ Winter Orb	5.00
★ Wrath of God	8.00
★ Xenic Poltergeist	2.00
★ Zombie Master	3.50

FIFTH EDITION WIZARDS OF THE COAST 1997

Full Set (449 cards)	350.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10

○ Abbey Gargoyles	50
● Abyssal Specter	1.00
★ Adarkar Wastes	5.00
★ Aether Storm	.75
★ Air Elemental	1.00
★ Akron Legionnaire	2.50
★ Aladdin's Ring	2.50
★ An-Havva Constable	3.00
○ Angry Mob	50
○ Animate Dead	50
★ Animate Wall	2.50
★ Ankh of Mishra	4.00
★ Anti-Magic Aura	50
○ Arenson's Aura	50
★ Armageddon	8.00
● Ashes to Ashes	50
● Ashnod's Altar	50
★ Aspect of Wolf	3.50
● Atog	50
★ Azure Drake	.75
★ Bad Moon	6.00
★ Ball Lightning	10.00
★ Baril's Cage	2.50
★ Binding Grasp	1.00
★ Birds of Paradise	7.00
● Black Knight	2.00
● Blight	50
★ Blinking Spirit	6.00
★ Bog Wraith	50
★ Bottle of Suleiman	3.00
★ Bottomless Vault	3.00
● Breeding Pit	1.50
★ Broken Visage	3.00
★ Brushland	5.00
★ Caribou Range	3.50
● Carrion Ants	2.00
○ Castle	50
● Cave People	50
○ CoP: Artifacts	1.00
★ City of Brass	10.00
★ Clockwork Beast	3.00
● Clockwork Stead	50
★ Cockatrice	3.50
★ Colossus of Sardia	5.50
● Conquer	1.00
★ Coral Helm	2.50
● Crow Giant	1.00
★ Crimson Mantle	3.50
★ Crown of the Ages	4.00
● Crumble	.25
★ Crusade	7.00
● Crystal Rod	50
● Cursed Land	50
★ Dance of Many	3.50
★ Dancing Scimitar	2.00
● Deathgrip	1.00
★ Deflection	9.00
★ Derelot	3.50
● Desert Twister	50
● Detonate	50
● Diabolic Machine	50
★ Dingus Egg	3.00
★ Disrupting Scepter	3.50
○ Divine Transformation	1.00
★ Dragon Engine	2.00
★ Drain Power	4.00
○ Dust to Dust	50
● Dwarfven Catapult	50
★ Dwarfven Hold	3.50
★ Dwarfven Ruins	50
★ Earthquake	5.00
● Ebon Stronghold	50

★ Elder Druid	4.00
★ Elkin Bottle	3.00
★ Elven Riders	1.00
★ Elish Archers	3.50
★ Energy Flux	50
● Evil Eye of Orms-by-Gore	1.00
● Evil Presence	50
★ Eye for an Eye	3.00
● Fallen Angel	1.50
● Feedback	50
● Feldon's Cane	1.00
★ Fellwar Stone	1.00
★ Feroz's Ban	2.50
★ Fire Drake	.75
★ Flame Spirit	.75
★ Flashfires	50
★ Flying Carpet	2.50
★ Force of Nature	5.00
★ Forget	3.00
● Fountain of Youth	.75
★ Fungusaur	3.50
★ Fyndhorn Elder	5.00
★ Game of Chaos	3.00
★ Gauntlets of Chaos	4.00
● Glacial Wall	50
● Glasses of Urza	50
● Gloom	50
★ Goblin King	4.50
★ Goblin Warrens	3.75
○ Greater Realm	2.00
● Greater Werewolf	50
★ Havenwood Battleground	1.00
★ Hecatomb	5.00
★ Helm of Chatzruk	2.50
● Hive, The	3.50
★ Hollow Trees	2.50
★ Howling Mine	8.00
★ Hurkyl's Recall	3.00
● Hurricane	1.00
● Hydroblast	50
○ Icatation Phalanx	.75
★ Icatation Store	3.00
★ Icatation Town	3.50
● Ice Floe	50
★ Inferno	4.00
★ Infinite Hourglass	3.25
★ Instill Energy	50
● Iron Star	50
★ Ironclaw Curse	2.00
★ Island Sanctuary	2.50
● Ivory Cup	50
○ Ivory Guardians	50
★ Jade Monolith	2.50
★ Jalum Tome	3.50
★ Jandar's Saddlebags	2.50
★ Jayemdae Tome	5.00
★ Jester's Cap	12.50
● Johtull Wurm	50
★ Jakulhaups	5.50
● Joven's Tools	.75
○ Justice	.75
★ Juxtapose	3.00
○ Karma	50
★ Karplusan Forest	5.00
● Keldon Warlord	.75
● Killer Bees	2.00
○ Kismet	1.00
★ Kjeldoran Royal Guard	4.00
○ Kjeldoran Skycaptain	7.00
● Knight of Stromgold	.75
● Leshrac's Rite	50
★ Leviathan	4.50
★ Lhurgoyf	5.50
● Library of Lang	50
● Lifeforce	50
● Lifetap	50
★ Living Artifact	2.00
★ Living Lands	2.50
★ Lord of Atlantis	5.00
★ Lord of the Pit	6.50
● Lure	50
★ Magical Hack	3.00
★ Magus of the Unseen	4.00
★ Mana Clash	2.00
★ Mana Flore	4.50
★ Mana Vault	4.00
★ Manabarbs	3.00
★ Meekstone	4.00
★ Millstone	5.50
● Mind Bomb	50
● Mind Warp	.75
● Mole Worms	50
★ Necropotence	7.00
★ Nether Shadow	4.00
★ Nevinyr'al's Disk	7.00
★ Nightmare	7.00
★ Obelisk of Undoing	3.00

● Orich Artillery	50
● Orich Captain	50
● Orich Oriflame	50
★ Orich Squatters	4.00
★ Order of the Sacred Torch	3.50
○ Order of the White Shield	1.00
★ Orgg	3.00
● Ornithopter	50
★ Pentagram of the Ages	4.00
★ Personal Incarnation	4.00
● Phantasmal Forces	50
● Phantom Monster	50
★ Pirate Ship	2.50
● Power Sink	.25
★ Primal Clay	2.50
★ Primal Order	5.00
★ Primordial Ooze	50
● Pyroblast	.75
● Pyrotechnics	.75
● Rabid Wombat	50
● Radion Spirit	50
★ Rag Man	3.00
● Recall	3.00
★ Reverse Damage	4.00
★ Righteousness	4.00
● Rod of Ruin	50

★ Stampede	3.00
★ Stasis	4.50
★ Steel Artifact	50
● Stone Giant	50
● Stone Spirit	50
★ Stromgold Cabal	4.00
★ Sulfurous Springs	5.00
● Sylvan Library	6.00
★ Tawnos's Weaponry	50
● Thicket Basilisk	50
● Throne of Bone	50
● Thrull Retainer	50
★ Time Bomb	4.00
★ Time Elemental	6.00
★ Titania's Song	3.00
★ Truce	2.50
● Tsunami	50
★ Underground River	5.00
● Untamed Wilds	50
★ Urza's Avenger	4.00
● Urza's Bauble	50
★ Verduran Enchantress	3.00
★ Wall of Air	50
● Wall of Bone	50
● Wall of Brambles	50

ARABIAN NIGHTS

WIZARDS OF THE COAST 1993

Full Set (78 cards)	\$900.00
Booster Pack (8 cards)	87.50
Booster Box (60 packs)	3,800.00

○ Abu Ja'far	5.00
★ Aladdin	8.00
★ Aladdin's Lamp	6.00
★ Aladdin's Ring	6.50
● Ali Baba	5.00
★ Ali from Cairo	100.00
□ Army of Allah	6.00
★ Bazaar of Baghdad	18.00
★ Bird Maiden	1.50
★ Bottle of Suleiman	6.50
● Brass Man	4.00
□ Camel	3.00
★ City in a Bottle	20.00
★ City of Brass	30.00
● Cuombaji Witches	1.00
● Cyclone	5.00
★ Dancing Scimitar	6.00
□ Dandon	1.50
● Desert	3.50
● Desert Nomads	3.00
★ Desert Twister	4.50
★ Diamond Valley	75.00
★ Drop of Honey	52.00
● Ebony Horse	6.00
★ El-Hajja	7.00
★ Elephant Graveyard	35.00
● Erg Raiders	1.50
★ Ernam Djinn	32.00
★ Eye for an Eye	6.00
★ Fishliver Oil	1.00
★ Flying Carpet	6.00
★ Flying Man	6.00
★ Ghazban Ogre	1.00
★ Giant Tortoise	1.00
★ Guardian Beast	65.00
★ Hasan Ogress	1.00
★ Hurr Jackal	3.00
★ Ith-Bitt Efreel	35.00
★ Island Fish Ascramus	6.00
★ Island of Wak-Wak	45.00
★ Jandar's Ring	6.00
★ Jandar's Saddlebags	6.00
★ Jeweled Bird	5.00
★ Jihad	52.00
★ Juxan Efreel	9.00
★ Juzam Djinn	180.00
★ Khabal Ghoul	40.00
★ King Suleiman	20.00
★ Kird Ape	3.00
● Library of Alexandria	165.00
★ Magnetic Mountain	6.00
★ Merchant Ship	8.00
★ Metamorphosis	2.00
★ Mijae Djinn	9.00
□ Moorish Cavalry	5.50
★ Mountain	10.00
★ Nafs Asp	1.00
● Oasis	4.00
★ Old Man of the Sea	40.00
□ Oubliette	5.00
□ Piety	1.00
★ Pyramids	30.00
★ Repentant Blacksmith	4.00
★ Ring of Ma'ru	35.00
★ Rukh Egg	14.00
★ Sandals of Abdallah	8.00
★ Sandstorm	1.00
★ Serendib Djinn	26.00
★ Serendib Efreel	28.00
★ Shehrazad	28.00
★ Sindbad	4.00
★ Singing Tree	40.00
★ Sorceress Queen	10.50
★ Stone-Throwing Devils	6.00
★ Unstable Mutation	1.00
□ War Elephant	1.00
★ Wyluli Wolf	4.00
★ Yawen Efreel	12.00

ANTIQUITIES

WIZARDS OF THE COAST 1994

Full Set (100 cards)	\$300.00
Booster Pack (8 cards)	22.00
Booster Box (60 packs)	950.00

● Amulet of Kroog	1.00
★ Archivan Archaeologist	42.00
★ Archivan Blacksmith	1.00
★ Archivan Pixies	1.00



TOP 10 HOTTEST CARDS

B) Dual Lands

Sigh. We miss dual lands here at *InQuest*. Remember rainbow decks? Time was you could build a multicolor deck with no mana worries and no "comes into play tapped" or depletion counters crap. Come on, WatC! Volkswagon brought back the Beetle. Now it's your turn.

● Ruins of Trokair	75
○ Sacred Boon	50
● Sand Silos	3.00
● Sea Spirit	.75
● Sea Sprite	50
● Seasinger	1.00
● Segovian Leviathan	5.00
★ Sengir Autocrat	3.50
★ Seraph	6.00
★ Serpent Generator	4.00
○ Serra Bestiary	50
○ Serra Paladin	1.00
● Shapeshifter	1.00
● Shatterstorm	1.00
★ Shivan Dragon	15.00
★ Sibillant Spirit	5.00
● Skull Catapult	.75
★ Slaughter of Mind	3.25
★ Smoke	3.00
★ Sorceress Queen	5.00
● Soul Net	50
○ Spirit Link	2.50

● Wall of Fire	50
● Wall of Stone	50
○ Wall of Swords	50
● Wanderlust	50
★ Warp Artifact	2.00
★ Whirling Dervish	1.50
○ White Knight	2.00
● Wind Spirit	50
★ Winds of Change	3.00
● Winter Blast	50
● Winter Orb	4.00
● Wolvenpack	50
● Wooden Sphere	50
● Word of Blasting	50
★ Wrath of God	8.00
★ Wretched, The	5.00
★ Wyluli Wolf	3.50
★ Xenic Poltergeist	2.50
★ Zombie Master	4.00
★ Zur's Weirding	4.50



price guide

Argothian Treefolk	1.00
Armageddon Clock	5.00
Artifact Blast	1.00
Artifact Possession	1.00
Artifact Ward	1.00
Ashnod's Altar	2.50
Ashnod's Battle Gear	2.00
Ashnod's Transmogrant	2.00
Atog	2.00
Battering Ram	1.00
Bronze Tablet	5.00
Candelabra of Tawnos	50.00
Circle of Protection: Artifact	8.00
Citadel Druid	3.00
Clockwork Avian	8.00
Colossus of Sardia	10.00
Coral Helm	5.00
Cursed Rack	2.50
Damping Field	3.00
Detonate	3.50
Dinroth's Restoration	1.00
Dragon Engine	1.00
Dwarven Weaponsmith	2.00
Energy Flux	2.00
Feldon's Cone	10.00
Gaea's Avenger	15.00
Gate to Phyrexia	3.00
Goblin Artisans	1.50
Golgathian Sylex	8.00
Grapeshot Catapult	1.00
Haunting Wind	2.50
Hurkyl's Recall	4.50
Ivory Tower	10.00
Jalium Tome	5.00
Martyrs of Karls	5.00
Nightstone	4.00
Millstone	10.00
Mishra's Factory	10.00
Mishra's Factory (Winter)	15.00
Mishra's War Machine	4.00
Mishra's Workshop	37.00
Obelisk of Undoing	8.00
Onulet	2.00
Orish Mechanics	1.00
Ornithopter	1.00
Phyrexian Gremlins	4.00
Power Artifact	4.00
Powereech	3.00
Priest ofYawmoth	1.00
Primal Clay	2.00
Rack, The	3.00
Rakolite	2.00
Reconstruction	1.00
Reverse Polarity	1.00
Rocket Launcher	4.00
Sage of Lat-Nam	1.00
Shapeshifter	6.00
Shatterstorm	5.50
Staff of Legion	1.00
Strip Mine	10.00
Strip Mine (sky picture)	11.00
Su-Chi	5.00
Tablet of Epiphany	1.00
Tawnos's Coffin	25.00
Tawnos's Wand	2.00
Tawnos's Weaponry	2.50
Tetrawas	7.50
Titan's Song	3.00
Transmute Artifact	3.50
Triskelon	7.50
Urza's Avenger	9.00
Urza's Choice	1.00
Urza's Mine	5.00
Urza's Mixer	8.00
Urza's Power Plant	5.00
Urza's Tower	5.00
Wall of Spears	1.75
Weakstone	3.50
Xenic Pathsteiger	3.50
Yawmoth Demon	10.00
Yotian Soldier	1.00

LEGENDS

WYATHOS OF THE COAST 1994

Full Set (310 cards)	\$975.00
Booster Pack (15 cards)	35.00
Booster Box (36 packs)	1,050.00
Unlisted Commons	50

Abomination	2.00	Crimson Kobolds	1.50
Abyss, The	60.00	Crimson Monstercore	7.00
Acid Rain	20.00	Crookshank Kobolds	1.50
Adun Oakenshield	14.00	Dakkon Blackblade	14.00
Adventurers' Guildhouse	2.50	D'Avenant Archer	.50
Arathi Berserker	5.00	Darkness	1.00
Arsling Leprechaun	1.00	Deadfall	3.00
Akron Legionnaire	8.00	Demonic Torment	4.00
All Hallow's Eve	42.00	Devouring Deep	1.00
All-Abara's Carpet	12.00	Disharmony	11.50
Alchor's Tomb	12.00	Divine Intervention	11.00
Angelic Voices	10.00	Divine Offering	1.00
Angus Mackenzie	10.00	Divine Transformation	7.00
Anti-Magic Aura	1.50	Dream Coat	4.50
Arborea	4.50	Dwarven Song	4.00
Arcades Sabbath	15.00	Elder Land Worm	8.00
Arena of the Ancients	8.00	Elder Spawn	9.00
Avoid Fate	1.00	Elven Riders	6.00
Axvelud Gunnarson	10.00	Enchanted Being	1.00
Ayesha Tanaka	7.00	Enchantment Alteration	1.00
Azure Drake	3.00	Equinox	3.50
Backdraft	3.00	Eternal Warrior	2.00
Backfire	3.00	Eureka	40.00
Barbary Apes	1.25	Evil Eye of Orms-by-Gore	4.00
Barntooth Warbeard	4.00	Fallen Angel	6.00
Bartel Runaxe	12.00	Felling Star	10.00



TOP 10 HOTTEST CARDS

7) Wrath of God

Still the all-time best way to sweep the land clean of bothersome critters. You know, this hoary old favorite has been out for so long, it seems we're finally running out of cute things to say about it. Curses!

Beasts of Bogardan	3.00	Faint	1.00
Black Mana Battery	5.00	Field of Dreams	12.00
Blazing Effigy	1.00	Fire Sprites	1.50
Blight	2.00	Firestorm Phoenix	24.00
Blood Lust	4.00	Flash Counter	1.00
Blue Mana Battery	5.00	Floral Spazee	4.00
Bons Devilboon	12.50	Force Spike	1.00
Bone Hag	4.00	Forethought Amulet	11.00
Bronze Horse	6.00	Fortified Area	2.00
Camon Ants	10.00	Forest Giant	5.00
Cathedral of Serra	2.50	Gabriel Angelife	8.00
Chains of Despair	10.00	Garguets of Chaos	8.00
Chain Lightning	5.50	Ghosts of the Damned	1.00
Chains of Mephistopheles	22.00	Glyph Turtle	1.00
Chromium	14.00	Glyph of Delusion	1.00
Cleanse	18.00	Glyph of Destruction	1.00
Clergy of the Holy Nimbus	1.00	Glyph of Doom	1.00
Cocoon	3.00	Glyph of Life	1.00
Concordant Crossroads	8.50	Glyph of Recarnation	1.00
Cosmic Horror	6.00	Gosto Dirk	11.00
Crow Giant	6.00	Gravity Sphere	20.00
Crevasse	3.00	Great Defender	4.00

Great Wall	4.00	Ragnar	10.00
Greater Realm of Preservation	6.00	Ramirez DePietro	4.00
Greed	7.00	Ramsey Overdark	14.00
Green Mana Battery	5.00	Rapid Fire	10.00
Gwendlyn Di Corci	14.00	Rasputin Dreamweaver	14.00
Halfdane	11.00	Rebirth	8.00
Hammerheim	5.00	Recall	11.50
Hazezon Tamar	15.00	Red Mana Battery	5.00
Headless Horseman	1.00	Reincarnation	4.00
Heaven's Gate	4.00	Relic Barrier	6.00
Hell Swarm	1.00	Relic Bind	3.00
Hell's Caretaker	15.00	Remove Enchantments	1.00
Hellfire	20.00	Remove Soul	1.00
Holy Day	1.00	Reset	8.00
Horn of Deafening	7.00	Revelation	10.00
Hornet Cobra	1.00	Reverberation	16.00
Horror of Horrors	5.00	Righteous Avengers	4.00
Hunting Gnomes	5.00	Ring of Immortals	14.00
Hyperion Blacksmith	4.00	Riven Turnbull	4.00
Ichneumon Druid	4.00	Rohgahh of Kher Keep	15.00
Imprison	12.00	Robina Salsinger	10.00
In the Eye of Chaos	12.00	Rust	1.00
Indestructible Aura	1.00	Sea King's Blessing	4.00
Infernal Medusa	6.00	Seafarer's Quoy	3.00
Infinite Authority	12.00	Seeker	2.50
Invoke Prejudice	15.00	Segovian Leviathan	3.00
Ivory Guardians	4.00	Sentinel	8.00
Jacques le Vert	13.00	Serpent Generator	12.00
Jasmine Boreali	4.00	Shelkin Browne	1.00
Jedit Onjnen	4.00	Shield Wall	2.00
Jerrard of the Closed Fist	4.00	Shimian Night Stalker	3.00
Johan	13.00	Silhouette	4.00
Jovial Evil	16.00	Sir Shandor of Eberyn	4.00
Juxtapose	8.00	Siviri Scarzam	3.50
Karakas	5.00	Sol'kanor the Swamp King	16.00
Kasimir the Lone Wolf	4.00	Spectral Cloak	8.00
Ken Takahashi	8.00	Spinal Villain	15.00
Killer Bees	10.00	Spirit Link	7.00
Kismet	5.00	Spirit Shackles	1.00
Knowledge Vault	10.00	Spiritual Sanctuary	12.00
Kobold Drill Sergeant	8.00	Stragg	8.00
Kobold Overlord	15.00	Storm Seeker	6.00
Kobold Taskmaster	8.00	Storm World	14.00
Kobolds of Kher Keep	1.50	Subdue	1.00
Kry Shield	4.00	Sunastion Falconer	4.00
Lady Calera	12.00	Sword of the Ages	32.00
Lady Evangola	11.00	Sylvan Library	9.00
Lady of the Mountain, The	5.00	Sylvan Paradise	4.00
Lady Orca	5.00	Syphon Soul	1.50
Land Equilibrium	16.00	Tabernacle of Pendrell Vale	30.00
Land Tax	9.00	Takklemoggot	2.00
Land's Edge	10.00	Telekinesis	10.00
Lesser Werewolf	4.00	Teleport	8.00
Life Chisel	4.00	Tempest Eftect	8.00
Life Matrix	12.50	Tetsuo Umezawa	17.00
Lifeload	12.00	Thunder Spirit	25.00
Living Plane	20.00	Time Elemental	15.00
Lwanya Silane	15.00	Tobias Andrian	4.00
Lord Magnus	5.00	Tolana	4.00
Lost Soul	1.00	Tor Wauki	3.00
Mana Drain	60.00	Torsten Van Ursus	4.00
Mana Matrix	10.00	Touch of Darkness	4.00
Marble Priest	4.00	Tranasic Egg	8.00
Marhaunt Eldragon	3.00	Tuknor Deathlock	11.00
Master of the Hunt	20.00	Tundra Wolves	1.00
Minor Universe	85.00	Typhoon	12.00
Moat	55.00	Undertow	3.00
Mold Demon	9.00	Underworld Dreams	36.00
Moss Monster	1.00	Unholy Citadel	3.00
Mountain Stronghold	3.00	Untamed Wilds	4.00
Mountain Yeti	3.00	Urborg	5.00
Nebuchadnezzar	10.00	Urdrago	12.00
Netter Void	48.00	Voewichts Asmodai	15.00
Nikal Balas	15.00	Vannanon Gold	1.00
North Star	10.00	Visions	4.00
Nova Pentacle	15.00	Voodoo Doll	7.00
Osai Vultures	1.00	Walking Dead	1.00
Palladia-Mors	14.00	Wall of Catapults	1.00
Part Water	4.00	Wall of Dust	2.50
Pavel Malki	5.00	Wall of Earth	1.00
Pendelhaven	5.00	Wall of Light	4.00
Petra Sphinx	8.00	Wall of Opposition	8.00
Praze Queen	15.00	Wall of Putrid Flesh	5.00
Planar Gate	12.00	Wall of Tombstones	4.00
Pradesh Gypsies	2.00	Wall of Wonder	4.00
Presence of the Master	8.00	Whirling Dervish	5.50
Prismatic Ooze	2.00	White Mana Battery	5.00
Princess Lucrezia	4.00	Willow Satyr	14.00
Psionic Entity	8.00	Winds of Change	5.00
Psychic Purge	2.50	Winter Blast	8.00
Puppet Master	3.00	Wolverine Pack	1.00
Pyrotechnics	1.00	Wood Elemental	10.00
Quagmire	4.00	Wretched, The	17.00
Quorum Trench Gnomes	9.00	Xiro Aenei	10.00
Rabid Wombat	5.00	Zephyr Falcon	1.00
Radiant Spirit	2.50		
Raging Bull	1.00		

THE DARK

WIZARDS OF THE COAST: 1994

Full Set (119 cards)	\$150.00
Booster Pack (8 cards)	8.50
Booster Box (60 packs)	390.00
Unlisted Commons	.25

Amnesia	5.00
Angry Mob	3.00
Apprentice Wizard	2.50
Ashe to Ashes	.75
Ball Lightning	18.00
Banshee	2.00
Bat's Cage	4.00
Blood Moon	7.50
Blood of the Martyr	2.00
Bone Flute	1.00
Book of Rass	1.50
Brothers of Fire	1.00
Cave People	1.00
City of Shadows	4.00
Cleansing	5.00
Coal Golem	2.00
Curse Artifact	2.00
Dance of Many	5.00
Dark Heart of the Wood	.75
Dark Sphere	2.00
Diabolic Machine	1.50
Eater of the Dead	2.50
Electric Fel	1.50
Elves of Deep Shadow	3.00
Eternal Flame	4.00
Evarest	8.00
Fallen, The	1.50
Fasting	1.50
Fellwar Stone	4.00
Fire and Brimstone	1.50
Fire Drake	1.00
Flood	1.00
Fountain of Youth	1.50
Frankenstein's Monster	6.00
Gaea's Touch	.75
Goblin Wizard	5.00
Grave Robbers	5.00
Hidden Path	6.00
Inferno	5.50
Knights of Thorn	5.00
Leviathan	7.00
Living Armor	1.00
Lurker	3.00
Mana Clash	4.00
Mana Vortex	4.00
Marsh Goblins	.75
Martyr's Cry	5.00
Maze of Ith	16.00
Merfolk Assassin	5.00
Mind Bomb	2.00
Miracle Worker	.75
Nameless Race	6.00
Necropolis	2.00
Niall Silvain	3.50
Orc General	1.50
People of the Woods	2.00
Preacher	13.00
Psychic Allergy	5.00
Rag Man	4.00
Reflecting Mirror	2.50
Runesword	2.00
Safe Haven	4.50
Scarecrow	3.00
Scarwood Bandits	5.00
Scarwood Hag	1.50
Season of the Witch	4.50
Sisters of the Flame	1.50
Skull of Orm	5.00
Sorrow's Path	3.00
Spitting Slug	2.00
Standing Stones	2.50
Stone Calendar	7.00
Tangle Kelp	1.50
Tivadar's Crusade	2.00
Tormod's Crypt	2.00
Tower of Corneil	1.00
Tracker	7.00
Uncle Istvan	2.00
Wand of Ith	3.00
War Barge	2.50
Water Wurm	.75
Whippoorwill	2.00
Witch Hunter	5.00
Worms of the Earth	4.00
Wormwood Treelock	4.00

FALLEN EMPIRES

WIZARDS OF THE COAST: 1994

Full Set (187 cards)	\$50.00
Booster Pack (8 cards)	1.00
Booster Box (60 packs)	45.00
Unlisted Commons	.75

Aeolipile	2.00
Balm of Restoration	2.00
Bottomless Vault	3.50
Breeding Pit	2.00
Conch Horn	1.75
Deep Spawn	.50
Delif's Cone	.50
Delif's Cube	1.50
Dereler	3.00
Dracorian Cylix	3.00
Dwarven Armorer	2.00
Dwarven Catapult	.50
Dwarven Hold	3.00
Dwarven Lieutenant	.50
Dwarven Ruins	1.25
Ebon Praetor	3.00
Ebon Stronghold	1.00
Elven Lyre	2.00
Elvish Farmer	3.00
Farrel's Mantle	.50
Farrelite Priest	.50
Feral Thallid	1.00
Fungal Bloom	3.00
Goblin Flotilla	2.00
Goblin Kites	.50
Goblin Warrens	3.50
Hand of Justice	5.00
Havenwood Battleground	1.50
Herasm	.50
Hollow Trees	3.00
Homard Shaman	1.00
Homard Spawning Bed	.50
Hymn to Tourach	1.00
Icatian Lieutenant	2.00
Icatian Phalanx	.50
Icatian Priest	.50
Icatian Skirmishers	3.00
Icatian Store	3.00
Icatian Town	3.50
Implements of Sacrifice	1.00
Orchid Captain	.50
Orgg	3.00
Raiding Party	.50
Rainbow Vale	3.00
Ring of Renewal	2.00
River Merfolk	3.00
Ruins of Trokair	1.00
Sand Silos	3.00
Seasinger	1.00
Soul Exchange	1.00
Spirit Shield	2.00
Spore Flower	.50
Syvelunite Priest	.50
Syvelunite Temple	1.00
Thallid Devourer	.50
Thelon's Chant	.50
Thelon's Curse	2.00
Thelonite Druid	.50
Thelonite Monk	2.50
Thrull Champion	3.50
Thrull Retainer	.50
Thrull Wizard	.50
Tidal Influence	.50
Tourach's Chant	.50
Tourach's Gate	2.00
Vodalian Knights	3.00
Vodalian War Machine	2.00
Zelyon Sword	.25

ICE AGE

WIZARDS OF THE COAST: 1995

Full Set (383 cards)	\$245.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	75.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	95.00
Commons	.15

Abyssal Specter	1.50
Adarkor Sentinel	.50
Adarkor Wastes	6.00
Aegis of the Moak	3.00
Aggression	.50
Altar of Bone	3.00
Amulet of Quaoz	1.50
Anarchy	1.50
Arum's Sleigh	.50
Arum's Weathervane	.50

Arum's Whistle	.50
Ashen Ghaul	.50
Avallanche	.50
Baldurvan Conjurer	.50
Baldurvan Hydra	6.00
Baton of Morale	.50
Battle Cry	.50
Binding Grasp	.75
Black Scarab	.50
Blinking Spirit	6.50
Blizzard	3.00
Blue Scarab	.50
Brand of Ill Omen	4.00
Breath of Dreams	.50
Brusland	6.00
Call to Arms	4.00
Caribou Range	4.00
Celestial Sword	3.00
Centaur Archer	.75
Chaos Lord	3.50
Chaos Moon	2.00
Chromatic Armor	3.50
Cold Snap	.50
Conquer	1.00
Crown of the Ages	5.50
Curse of Maril Logo	4.00

Flow of Maggots	2.00
Forbidden Lore	3.00
Force Void	.50
Forgotten Lore	.50
Formation	2.00
Freyalise Supplicant	.50
Freyalise's Charm	.50
Fumarole	.50
Fyndham Bow	.50
Fyndham Elder	.50
Fyndham Pollen	2.50
Game of Chaos	3.00
General Jarkeld	4.50
Ghostly Flame	5.00
Giant Trap Door Spider	.75
Glacial Chasm	.50
Glacial Cravasses	3.00
Glacial Wall	.75
Glaciers	3.00
Goblin Lyre	3.00
Goblin Mutant	1.00
Goblin Summoner	.50
Gravebind	2.00
Green Scarab	.50
Hallowed Ground	1.00
Halls of Mist	3.00

Jotthul Wurm	.50
Jokulhups	7.00
Justice	1.50
Karplusan Forest	6.00
Karplusan Giant	.50
Karplusan Yeti	4.00
Kjeldoran Elite Guard	1.00
Kjeldoran Frostbeast	.50
Kjeldoran Knight	2.00
Kjeldoran Phalanx	3.00
Kjeldoran Royal Guard	5.00
Kjeldoran Skycaptain	1.00
Knight of Stromgald	1.50
Krovikan Elementalist	.50
Krovikan Vampire	1.50
Land Cap	3.00
Lapis Lazuli Talisman	.50
Lava Tubes	3.00
Leshrac's Rite	.50
Leshrac's Sigil	.50
Lurgyof	7.50
Lightning Blow	3.00
Lim-Dul's Hex	.50
Lost Order of Jarkeld	4.00
Lure	.50
Maddening Wind	.50
Magus of the Unseen	4.00
Malachite Talisman	.50
Marton Stromgald	7.00
Melee	.50
Melting	.50
Mercenaries	3.00
Menieki Ri Beit	5.00
Mesmeric Trance	3.50
Mind Warp	1.00
Mind Whip	3.00
Minion of Leshrac	6.00
Minion of Tevash Szat	5.00
Mole Worms	.50
Monsoon	4.00
Mountain Titan	3.25
Mudslide	3.00
Musician	4.00
Mystic Might	3.00
Nacre Talisman	.50
Naked Singularity	4.00
Nature's Lore	.50
Necropotence	9.00
Oath of Lim-Dul	3.50
Omyx Talisman	.50
Orchid Cannoneers	.75
Orchid Healer	.50
Orchid Librarian	3.00
Orchid Squatters	4.50
Order of the Sacred Torch	4.00
Order of the White Shield	1.50
Pole Bears	3.00
Pentagram of the Ages	5.50
Phantasmal Mount	.50
Pit Trap	.50
Polar Kraken	7.00
Pox	5.00
Pygmy Allosaurus	3.00
Pyroclasm	1.50
Reality Twist	3.75
Reclamation	3.00
Red Scarab	.50
Ritual of Subadul	4.00
River Delta	4.00
Rusted Arch	4.00
Sacred Boon	.50
Sea Spirit	.50
Seraph	8.00
Shield of the Ages	.50
Shyti	4.00
Sibilant Spirit	6.50
Silver Erbe	.50
Skeleton Ship	4.00
Skull Catapult	.75
Sleight of Mind	1.60
Snow Fortress	3.00
Snow Hound	.50
Snow-Covered Forest	.50
Snow-Covered Island	.50
Snow-Covered Mountain	.50
Snow-Covered Plains	.50
Snow-Covered Swamp	.50
Snowblind	2.50
Soldier Golem	3.00
Soldier Machinist	.50
Soldier Summoner	.50
Soul Barrier	.75
Spectral Shield	.50
Spells of Evil	4.00
Spells of War	4.50
Staff of the Ages	3.00



TOP 10 HOTTEST CARDS

6) Hatred

It's Channel/Fireball done creature style. Pay life to pump up a creature's power all you want—or all you can afford, anyway. Ever thought you'd see the day a Stream of Life could deliver the coup de grace on your opponent? Where's my Ivory Tower?

Dance of the Dead	1.00
Deflection	11.00
Demonic Consultation	.75
Despotic Scepter	4.00
Diabolic Vision	.75
Dread Wight	3.00
Dreams of the Dead	.50
Drift of the Dead	.50
Drought	.50
Dwarven Armory	3.50
Earthlink	3.00
Elder Druid	4.00
Elemental Augury	4.00
Elkin Bottle	4.00
Enduring Renewal	6.00
Energy Storm	4.00
Essence Vortex	.50
Fanatical Fever	.50
Fiery Justice	3.00
Fire Covenant	1.00
Flame Spirit	.50
Flooded Woodlands	3.00

Hecatomb	6.00
Hematite Talisman	.50
Hipparian	.50
Hot Springs	3.00
Hurricane	.75
Hydroliteous Lamara	.50
Hymn of Robit	.50
Ice Cauldron	4.00
Ice Floe	.50
Iceberg	.50
Icequake	1.50
Icy Manipulator	9.00
Icy Prison	4.00
Illusory Presence	3.00
Illusory Terrain	.50
Illusions of Grandeur	4.00
Infernal Darkness	2.00
Infernal Denizen	3.00
Infinite Hourglass	4.00
Jester's Cap	16.00
Jester's Mask	10.50
Jeweled Amulet	.50



price guide

★ Stampede	4.00
● Stench of Evil	.50
● Stone Spirit	.50
● Storm Spirit	4.00
● Stormbind	5.00
★ Stormgold Cabal	4.00
★ Stunted Growth	4.00
★ Sulfurous Springs	6.00
● Sunstone	.50
○ Swords to Plowshares	1.50
● Thermokars	1.50
● Thoughtleech	.50
● Thunder Wall	.50
● Timberline Ridge	3.00
★ Time Bomb	3.00
★ Total War	2.00
★ Trailblazer	2.00
● Touch of Vitae	.50
★ Underground River	6.00
● Updraft	.50
● Urza's Bauble	0.50
★ Velat	3.50
● Venomous Breath	.50
● Vertigo	.50
★ Vexing Arcana	5.00
● Vibrating Sphere	3.00
● Walking Wall	.50
● Wall of Lava	.50
● Wall of Pine Needles	.50
● Wall of Shields	.50
● War Chanot	.50
● Whalebone Glider	.50
○ White Scarab	.50
● Whiteout	.50
● Wind Spirit	.50
● Wings of Aesthr	.50
● Withering Wisps	.50
★ Wingo	4.00
★ Winter's Chill	3.00
● Word of Blasting	.50
● Wraths of Mortal Lage	3.00
● Yavimaya Gnats	.50
★ Zar's Weiriding	5.00
● Zuran Orb	3.50

CHRONICLES

WIZARDS OF THE COAST: 1995	
Full Set (125 cards)	\$80.00
Booster Pack (12 cards)	2.50
Booster Box (45 packs)	85.00
Unlisted Commons	10

● Abu Ja'far	.50
★ Akron Legionnaire	2.00
★ Aladdin	3.50
● Angelic Vores	5.00
● Arcades Sobbeth	4.00
★ Arena of the Ancients	2.00
● Axelrod Gunnarson	3.00
● Ayesha Tanaka	2.00
● Azure Drake	.75
● Banshee	.75
● Barl's Cage	2.00
● Beasts of Bogardan	.75
● Blood of the Martyr	.75
★ Blood Moon	5.00
★ Book of Rass	1.00
★ Bronze Horse	2.00
● Chromium	4.00
★ City of Brass	12.00
● Cocoon	.75
★ Concordant Crossroads	4.00
● Craw Giant	1.50
● Cyclone	2.00
● Dakkon Blackblade	5.00
★ Dance of Many	3.00
● Enchantment Alteration	.50
● Erhnam Djinn	5.00
● Fallen, The	.75
● Fallen Angel	2.50
● Feldon's Cone	1.50
● Fire Drake	.75
● Gabriel Angelfire	4.00
★ Golems of Chaos	3.00
● Goblin Artisans	.50

★ Hell's Coretaker	5.50
● Horn of Deciphering	2.50
● Ivory Guardians	.50
● Jalum Tome	2.50
★ Jeweled Bird	1.00
● Johan	4.00
★ Juxtapose	3.00
● Kei Takahashi	.50
● Land's Edge	5.00
● Marhaunt Eldragon	.25
● Nebuchadnezzar	4.00
● Nicol Bolas	4.00
● Obelisk of Unaring	3.00
● Palladia-Mars	4.00
★ Petra Sphinx	3.00
● Primordial Ooze	.75
● Puppet Master	.75
● Rabid Wombat	1.00
● Rakalite	1.50
● Recall	2.50
● Revelation	2.00
● Rubina Soulsinger	4.00
★ Safe Haven	2.50
● Sentinel	2.00
★ Serpent Generator	5.00
○ Shield Wall	.75

HOMELANDS

WIZARDS OF THE COAST: 1995	
Full Set (140 cards)	\$70.00
Booster Pack (8 cards)	1.50
Booster Box (60 packs)	70.00
Commons	10
○ Abbey Gargoyles	.50
● Aether Storm	1.00
● An-Havva Constable	2.50
● An-Havva Inn	.50
● An-Havva Township	.50
● An-Zerrin Ruins	3.00
★ Anaba Ancestor	3.00
★ Anaba Spirit Crafter	3.00
★ Apocalypse Chime	3.00
● Autumn Willow	8.00
● Aysen Abbey	.50
★ Aysen Crusader	3.00
★ Aysen Highway	3.00
★ Baki's Curse	2.50
★ Baron Sengir	8.00
★ Beast Walkers	2.00
★ Black Carriage	3.00
★ Broken Visage	3.00



TOP 10 HOTTEST CARDS

5) Necrologia
No pain, no gain! Pay life to draw cards, but only during your discard phase. Teacher always said learning takes effort, and now you know it's true. This mini-Necropotence is hot, and thanks to two of the Exodus preconstructed decks, it's easy to find.

● Shimon Night Stalker	.75
● Siviri Scarzam	.25
● Sol'kanar the Swamp King	5.00
● Stang	3.00
● Storm Seeker	2.00
● Takklemaggot	.75
★ Teleport	2.00
● Tobias Andrian	.25
● Tormod's Crypt	.50
● Triassic Egg	2.00
● Urza's Mine (four versions)	.25
● Urza's Power Plant (four versions)	.25
● Urza's Tower (four versions)	.25
● Vavvict's Asmadi	4.00
★ Voodoo Doll	2.00
● Wall of Opposition	1.00
● Wall of Wonder	.50
○ Witch Hunter	1.00
● Wretched, The	4.00
● Xira Arien	3.00
★ Yawgmoth Demon	4.00
● Castle Sengir	.50
● Chain Stasis	3.00
● Chandler	.50
● Clockwork Gnomes	.25
● Clockwork Steed	.25
● Clockwork Swarm	.25
● Coral Reef	.25
● Daughter of Autumn	3.00
○ Death Speakers	1.00
● Digenidoo	3.00
● Dredge Spell	1.00
★ Draven Pony	2.00
● Draven Sea Clan	2.50
● Ebony Rhino	.50
● Eon the Relentless	1.00
● Evaporate	.50
★ Faerie Noble	4.00
★ Faroz's Ban	3.00
● Forget	3.00
● Funeral March	.50
● Ghost Hounds	1.00
● Giant Oyster	.50

★ Grandmother Sengir	2.50
● Greater Werewolf	.50
★ Hazduri the Abbot	3.00
● Headstone	.50
★ Heart Wolf	2.25
● Ihsan's Shade	2.00
● Irini Sengir	1.00
★ Ironclaw Curse	2.50
● Jinx	.25
● Joven	.50
● Joven's Ferrets	.50
● Joven's Tools	.50
● Kaskun Falls	3.00
● Kaskun Keep	.50
● Leaping Lizard	.25
● Leeches	2.00
★ Moomoth Harness	2.00
● Moirhan	3.00
● Merchant Scroll	.25
● Mystic Decree	4.50
★ Narwhal	2.50
● Orish Mine	1.00
● Primal Order	6.00
○ Prophecy	.25
○ Roshko the Slayer	1.00
● Renewal	.25
● Retribution	1.00
● Reveka, Wizard Savant	3.00
● Root Spider	.50
● Roots	.50
● Rotahapter	.50
★ Rysaron Badger	2.00
● Sea Sprite	1.00
● Sea Troll	1.00
★ Sengir Autocrat	3.50
● Serra Aviary	4.00
● Serra Bestiary	.25
● Serra Inquisitors	.50
● Serra Paladin	.25
● Serrated Arrows	1.50
● Saraya the Falconer	2.50
● Spectral Bears	1.00
★ Timmeran Friends	1.00
● Truce	3.00
★ Veidrone of Sengir	3.25
● Wall of Kelp	2.00
● Willow Priestess	4.00
★ Winter Sky	3.00
● Wizards' School	.50

ALLIANCES

WIZARDS OF THE COAST: 1996	
Full Set (199 cards)	\$175.00
Booster Pack (12 cards)	4.00
Booster Box (45 packs)	150.00
Commons	15

★ Ashnod's Cylx	4.00
● Baldurian Dead	1.00
● Baldurian Horde	20.00
★ Baldurian Trading Post	6.00
● Bounty of the Hunt	.50
● Browwe	1.50
● Burnout	1.00
★ Chaos Harlequin	3.00
● Contagion	1.25
● Deadly Insects	.75
● Death Spark	.50
● Diminishing Returns	6.00
● Diseased Vermin	1.00
● Dystopia	5.00
● Elvish Bard	.50
● Elvish Spirit Guide	1.00
● Energy Arc	.50
● Exile	6.00
● False Demise	.50
★ Fatal Lore	4.00
● Feast or Famine	.50
● Floodwater Dam	.50
● Force of Will	4.00
★ Gargantuan Gorilla	4.00
● Gorilla Shaman	.50
★ Gusha's Scepter	4.00
● Hall Storm	1.00
★ Heart of Yavimaya	4.50
● Helm of Obedience	14.00
○ Inheritance	1.00
★ Ivory Gargoyle	7.00
○ Juniper Order Advocate	.50
★ Kayso	5.00
★ Keeper of Tresserhorn	4.00
○ Kieldoran Home Guard	1.00
○ Kieldoran Outpost	11.00
● Krovikan Honor	4.00
● Krovikan Plague	.50
★ Lake of the Dead	12.00

★ Library of Lat-Nam	6.00
● Lim-Dal's Padiin	1.50
● Lim-Dal's Vault	2.00
★ Lodestone Bauble	5.00
★ Lord of Tresserhorn	7.00
● Misfortune	4.00
● Mishra's Groundbreaker	.50
● Misinformation	1.00
● Mystic Compass	.50
● Nature's Blessing	.50
● Nature's Chosen	.50
● Nature's Wrath	4.00
★ Omen of Fire	5.00
● Phantasmal Sphere	3.00
● Pheldagrim	4.00
★ Phyrexian Devourer	4.00
★ Phyrexian Portal	4.50
● Pillage	3.00
● Primitive Justice	1.00
● Pyrokinesis	1.00
○ Reprisal	.50
★ Ritual of the Machine	5.00
★ Rogue Skycaptain	4.00
● Royal Decree	4.50
● Scarab of the Unseen	.50
● Scars of the Veteran	.50
● School of the Unseen	.50
● Seasoned Tactician	1.00
★ Sheltered Valley	5.00
● Shield Sphere	1.00
● Sol Grail	2.00
● Soldevi Digger	6.00
★ Soldevi Loxaxothans	7.00
● Soldier of Fortune	1.00
● Spiny Starfish	.50
● Splintering Wind	2.00
● Storm Cauldron	5.50
● Storm Elemental	1.00
● Stronggala Spy	1.00
● Suffocation	.50
● Surge of Strength	1.00
★ Sustaining Spirit	6.00
● Sworn Defender	4.00
★ Thawing Glaciers	8.00
★ Thought Lash	4.00
★ Tidal Control	2.50
★ Tornado	3.00
● Unlikely Alliance	.75
★ Urza's Engine	1.50
★ Varchild's War-Riders	5.00
● Viscid Drone	1.00
● Wandering Mage	4.00
● Whirling Catapult	1.00
● Winter's Night	4.00
● Yavimaya Ants	1.50

MIRAGE

WIZARDS OF THE COAST: 1996	
Full Set (350 cards)	\$250.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10
Unlisted Uncommons	1.00

★ Abyssal Hunter	5.00
★ Acidic Dagger	3.00
★ Ahya Grove	3.50
○ Afterlife	1.50
● Amber Prison	5.50
★ Amulet of Unmaking	3.75
★ Ancestral Memories	5.00
★ Ashen Powder	4.00
★ Asmira, Holy Avenger	4.00
★ Auspicious Ancestor	3.00
★ Barreling Attack	3.00
● Basilisk Golem	1.25
★ Bazaar of Wonders	5.50
● Benthic Djinn	4.50
● Blighted Shaman	.50
● Blind Fury	.75
★ Bone Mask	4.00
★ Brushwagg	3.00
★ Burning Palm Efeel	.50
★ Cadaverous Bloom	7.00
★ Canopy Dragon	6.00
★ Canon	3.00
★ Catacomb Dragon	8.00
★ Celestial Dawn	10.00
★ Chaosphere	5.00
● Charcoal Diamond	2.00
● Circle of Despair	4.00
● Consuming Ferocity	.75
● Coral Fighters	.50
★ Crimson Hellkite	10.00

● Crypt Cobra	50
★ Cursed Totem	5.00
★ Cycle of Life	3.50
★ Daring Apprentice	3.50
★ Discordant Spirit	4.50
● Dissipate	2.50
★ Divine Rebirth	3.50
★ Dwarven Miner	1.00
★ Early Harvest	4.00
★ Emberwild Caliph	3.50
★ Emberwild Djinn	5.00
★ Energy Bolt	4.50
★ Energy Vortex	5.00
○ Enlightened Tutor	2.50
★ Ethereal Champion	3.75
○ Favorable Destiny	50
★ Final Fortune	8.00
★ Fire Diamond	2.00
★ Flash	3.75
★ Forbidden Crypt	5.00
★ Forsaken Wastes	7.50
★ Frenetic Effort	4.50
● Goblin Soothsayer	50
★ Grim Feast	4.50
★ Grieving Totem	10.00
★ Hakim, Loreweaver	4.00
★ Hall of Gemstone	5.00
★ Hammer of Bogardan	14.00
★ Harbinger of Night	4.00
★ Hivis of the Scale	4.50
★ Horrible Hordes	50
★ Illicit Auction	5.00
○ Illumination	50
★ Infernal Contract	4.00
★ Jabari's Influence	4.00
★ Jungle Patrol	3.50
★ Kukkemsa Pirates	3.50
★ Leering Gargoyle	3.50
★ Lion's Eye Diamond	4.50
★ Lure of Prey	4.50
★ Malignant Growth	4.00
★ Mana Prism	1.50
○ Mangara's Blessing	1.50
○ Mangara's Equity	1.50
★ Mangara's Tome	4.50
★ Marble Diamond	2.00
★ Mara	7.00
○ Melesse Spirit	1.50
★ Mindbender Spores	3.00
★ Mire Shade	50
★ Misers' Cage	4.00
★ Mist Dragon	7.50
★ Moss Diamond	2.00
★ Mystical Tutor	2.25
★ Natural Balance	5.00
★ Nettletooth Djinn	3.00
★ Null Chamber	5.00
● Painful Memories	50
★ Paupers' Cage	4.00
★ Pearl Dragon	6.00
★ Phyrexian Dreadnought	8.00
★ Phyrexian Purge	3.00
★ Phyrexian Tribute	3.00
★ Polical Trickery	5.00
★ Polymorph	5.00
★ Preferred Selection	4.50
★ Prismatic Boon	50
★ Prismatic Lace	2.50
★ Psychic Transfer	5.00
★ Purgatory	4.00
★ Purraj of Urborg	4.00
★ Rashida Scalebane	5.00
★ Razor Pendulum	5.00
★ Rackless Embermage	4.00
★ Reflect Damage	5.00
★ Reparations	4.50
★ Rock Basilisk	4.00
★ Roots of Life	50
★ Sacred Mesa	11.00
★ Savage Twister	1.00
★ Sawback Manticores	3.50
★ Sealed Fate	1.50
★ Seeds of Innocence	4.00
★ Shallow Grave	5.00
★ Shouko, Endbringer	4.00
★ Shimmer	5.00
★ Sitar Jabari	4.00
★ Sky Diamond	2.00
★ Soul Echo	4.50
★ Spectral Guardian	4.50
★ Spirit of the Night	7.00
★ Stupor	1.50
★ Subterranean Spirit	4.00
★ Sunweb	6.00
★ Tainted Specter	4.00
★ Taniwha	5.50
★ Teeka's Dragon	6.50

★ Tefen's Imp	3.50
★ Tefen's Isle	3.50
★ Tefen's Tor	3.00
★ Tefen's Tor's Edict	3.00
★ Tombstone Stairwell	5.00
★ Torrent of Lava	4.00
★ Uktabi Wildcats	4.50
★ Unfulfilled Desires	4.50
★ Vennloft Bottle	4.00
○ Vigilant Martyr	50
★ Volcanic Dragon	9.00
★ Volcanic Geyser	1.50
★ Waiting in the Weeds	5.00
★ Warring Wurm	4.00
★ Wellspring	3.50
★ Wildfire Emmissary	1.50
★ Wily Tutor	2.00
★ Yare	3.50
★ Zeldra Unicorn	1.00
★ Zilina of the Claw	5.00
★ Zuberi, Golden Feather	4.00

VISIONS

WIZARDS OF THE COAST: 1997

Full Set (167 cards)	175.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	95.00
Commons	.10
Unlisted Uncommons	.75

★ Aku Djinn	6.00
★ Anvil of Bogardan	6.00
★ Archangel	8.00
★ Army Ants	1.00
★ Blanket of Night	1.50
★ Bogardan Phoenix	4.50
★ Brass-Talon Chimera	5.00
★ Breathstealer's Crypt	5.00
★ Brood of Cockroaches	50
★ Chronatog	6.00
★ City of Solitude	10.00
★ Corrosion	3.00
★ Creeping Mold	1.50
★ Desertion	8.00
★ Desolation	1.00
★ Diamond Kaleidoscope	3.50
★ Dragon Mask	1.00
★ Elephant Grass	1.50
★ Elkin Lair	4.00
★ Equinox	5.00
★ Eye of Singularity	5.00
★ Femeref Enchantress	3.50
★ Firestorm Helkite	8.00
★ Flooded Shoreline	4.00
★ Forbidden Ritual	4.50
★ Goblin Recruiter	1.00
★ Griffin Canyon	5.00
★ Guiding Spirit	4.00
★ Helm of Awakening	1.00
★ Honorable Passage	1.00
★ Juvu Bubble	1.00
★ Koerev's Spite	4.00
★ Karabatic Winds	4.00
★ Koakus	5.00
★ Lead-Belly Chimera	50
★ Lichenthrope	3.50
★ Lightning Cloud	5.50
○ Longbow Archer	1.00
★ Magma Mine	2.00
○ Miraculous Recovery	1.00
★ Natural Order	5.50
★ Necromancy	1.00
★ Necrosavant	5.00
★ Nekratral	2.50
★ Ogre Enforcer	6.00
★ Ovinomancer	1.00
○ Peerce Talks	1.00
★ Phyrexian Marauder	4.00
★ Pillar Tombs of Aku	6.00
★ Piracy	3.50
★ Pygmy Hippo	4.50
★ Quicksand	1.25
★ Quinson Druid	4.50
★ Rainbow Effort	7.00
★ Relentless Assault	9.00
★ Retribution of the Moek	4.00
★ Righteous War	4.00
★ Rowen	4.00
★ Sands of Time	5.00
★ Scalebane's Elite	1.00
★ Simoon	1.00
★ Snake Basket	6.50
★ Squandered Resources	5.00
★ Stampeding Wildebeests	1.00
★ Suleiman's Legacy	4.00
★ Summer Bloom	1.00

★ Tefen's Puzzle Box	5.50
★ Tefen's Realm	4.00
★ Tempest Drake	1.50
★ Three Wishes	5.00
★ Tin-Wing Chimera	50
★ Tithe	5.00
★ Triangle of War	3.50
★ Undiscovered Paradise	8.00
★ Vampiric Tutor	10.00
★ Vashino Sandstalker	2.00
★ Vashivon Dragon	8.00
★ Wand of Denial	7.00
★ Waterspout Djinn	1.00
★ Zhalfirin Crusader	5.00

WEATHERLIGHT

Full Set (167 cards)	180.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	.10
Unlisted Uncommons	1.00

★ Aveyance	7.50
★ Abaroth	6.50
★ Aether Flash	1.50



TOP 10 HOTTEST CARDS

4) Mox Diamond

Well okay, it's a wussy Mox, but it's the closest most Magic players will get to the real thing. And with only pain lands, depletion lands, bounce-back lands and a gazillion other annoying multi-mana lands to choose from, the Mox Diamond is much lower maintenance.

★ Alabaster Dragon	7.00
★ Ancestral Knowledge	6.00
★ Avizoa	4.50
★ Barish	50
★ Bone Dancer	4.50
★ Basilium Ship	7.00
★ Bubble Matrix	6.00
★ Call of the Wild	5.00
★ Chimeric Sphere	50
★ Debt of Loyalty	5.50
★ Dense Foliage	5.00
★ Dingus Staff	1.50
★ Doomsday	6.00
★ Dwarven Thaumaturgist	4.50
★ Ertai's Familiar	5.00
★ Fervor	7.00
★ Firestorm	7.00
★ Firestorm Brigade	50
★ Fungus Elemental	4.50
★ Gaea's Blessing	1.25
★ Gallowbraid	4.50
★ Gemstone Mine	4.00

★ Goblin Bomb	6.00
★ Heart of Bogardan	5.00
★ Heat Stroke	5.00
★ Hurlon Shaman	50
★ Infernal Tribute	6.00
★ Inner Sanctum	4.00
★ Liege of the Hollows	5.00
★ Lotus Vale	15.00
★ Mana Web	6.50
★ Maroxus of Keld	6.00
★ Marinfan	5.00
★ Maworuvi Ooze	4.50
★ Nature's Resurgence	4.50
★ Noble Benefactor	50
★ Null Rod	4.50
★ Orish Settlers	2.00
★ Paradigm Shift	5.00
★ Peacekeeper	6.00
★ Pendrell Mists	7.00
★ Phantom Warrior	1.50
★ Psychic Vortex	4.00
★ Releam	1.00
★ Scorched Ruins	6.00
★ Serenity	6.00
★ Serra's Blessing	1.50
★ Southern Paladin	6.50
★ Tariff	5.00
★ Tefen's Veil	50

Starter Box (12 decks—pre-constructed)	75.00
Unlisted Commons	.15
Unlisted Uncommons	1.00
★ Altar of Dementia	5.00
★ Aluren	7.00
★ Angelic Protector	1.00
★ Apes of Rath	1.25
★ Apocalypse	6.00
★ Auratop	4.00
★ Avenging Angel	6.00
★ Bellowing Fiend	4.00
★ Benthic Behemoth	5.00
★ Booby Trap	7.00
★ Bottle Gnomes	2.00
★ Bounty Hunter	5.00
★ Coldara Lake	5.00
★ Canyon Drake	3.25
★ Capsize	50
★ Carrionette	4.00
★ Chaotic Goo	3.75
★ Chill	1.00
★ Choke	1.50
★ Cinder Marsh	1.25
★ Coffin Queen	5.00
★ Cold Storage	4.00
★ Commander Greven ii-Vex	9.00
★ Corpse Dance	4.50
★ Crazed Armadon	4.00
★ Cursed Scroll	14.00
★ Dauthi Embrace	1.50
★ Deadshot	4.00
★ Death Pits of Rath	6.00
★ Dirtcowl Wurm	7.00
★ Dracoplasm	5.00
★ Dregs of Sorrow	5.50
★ Duplicity	5.00
★ Earthcraft	5.00
★ Echo Chamber	5.00
★ Eldamir, Lord of Leaves	7.00
★ Eldamir's Vineyard	7.50
★ Elven Warhounds	4.00
★ Emerald Medallion	5.00
★ Emmessi Tome	4.50
★ Energizer	4.00
★ Ertai's Meddling	4.00
★ Escaped Shapeshifter	5.00
★ Extinction	4.00
★ Fevered Convulsions	4.50
★ Field of Souls	5.00
★ Flickering Word	1.00
★ Flowstone Salamander	75
★ Flowstone Sculpture	4.00
★ Flowstone Wyvern	4.00
★ Fool's Tome	4.50
★ Fugitive Druid	4.00
★ Furnace of Rath	7.00
★ Fylamand	1.25
★ Gerard's Battle Cry	5.00
★ Goblin Bombardment	2.00
★ Grindstone	7.00
★ Hand to Hand	4.00
★ Hanna's Custody	4.25
★ Heartwood Giant	4.50
★ Helm of Possession	7.00
★ Humility	8.00
★ Interdict	1.50
★ Intuition	5.00
★ Jackal Pup	1.50
★ Jet Medallion	5.50
★ Jinxed Idol	4.50
★ Kezderix	4.00
★ Knight of Dawn	1.50
★ Knight of Dusk	1.50
★ Kraklin	1.50
★ Legacy's Allure	1.50
★ Legardaman	1.50
★ Light of Day	1.75
★ Living Death	7.00
★ Laboratory	2.00
★ Lotus Petal	1.00
★ Maddening Imp	4.00
★ Magmasaur	4.50
★ Magnetic Web	4.00
★ Mana Severance	5.00
★ Marble Titan	4.00
★ Mawcar	4.00
★ Maze of Shadows	1.50
★ Meditate	9.00
★ Minion of the Wastes	5.00
★ Mimi's Guile	5.00
★ Mogg Cannon	75
★ Mongrel Pack	4.00
★ Nature's Revolt	6.00
★ No Quarter	3.50
★ Oracle en-Vex	4.50

TEMPEST

WIZARDS OF THE COAST: 1997

Full Set (335 cards)	275.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	95.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00

WENT UP

WENT DOWN

HEAVILY TRADED

NEW SET

1Q

price guide

☆ Drim, Samite Healer	4.50
● Overrun	3.00
● Palladium	4.00
● Patchwork Gnomes	.75
● Pearl Medallion	5.00
☆ Pegasus Refuge	5.00
☆ Phyrexian Grimoire	4.00
★ Pine Barrens	5.50
☆ Precognition	5.00
● Propaganda	2.00
● Puppet Strings	1.50
● Rain of Tears	1.50
★ Rothi Dragon	12.00
● Reanimate	1.25
★ Recycle	6.00
★ Reflecting Pool	12.00
★ Renegade Warlord	1.25
○ Repentance	1.50
● Root Maze	4.00
● Rootwater Depths	.75
● Rootwater Matriarch	5.00
★ Rootwater Shaman	3.75
● Ruby Medallion	5.00
☆ Sacred Guide	4.00
☆ Safeguard	4.00
★ Salt Flats	5.00
★ Sapphire Medallion	7.00
● Sarcophary	5.00
● Scabland	5.00
★ Scalding Tongues	5.00
★ Scorching Earth	4.50
● Scragnoth	2.00
● Screaching Harpy	.75
● Scroll Rack	7.00
● Selenia, Dark Angel	6.00
★ Shocker	6.00
● Sky Spirit	1.50
★ Skyshroud Forest	5.50
★ Skyshroud Vampire	1.25
☆ Sahari Emissary	5.00

● Saltari Guerrillas	5.00
○ Saltari Monk	1.25
○ Saltari Priest	1.75
☆ Spirit Mirror	5.50
● Spontaneous Combustion	1.00
★ Starke of Rath	4.00
★ Static Orb	5.00
● Steel Enchantment	1.50
● Storm Front	.75
● Sudden Impact	1.50
● Telethopter	.75
● Thalaks Lowlands	1.25
★ Thumbscrews	4.00
★ Time Warp	17.50
● Tooth and Claw	4.00
★ Torture Chamber	4.00
★ Tradewind Rider	8.50
★ Unstable Shapeshifter	5.00
● Vex Township	.75
● Verdant Force	6.50
● Verdigris	.75
● Vhori il-Dal	5.00
○ Warmth	1.50
● Wasteland	2.50
● Whim of Volrath	5.00
● Whispers of the Muse	2.00
● Wind Dancer	1.75
★ Winds of Rath	6.00
● Wood Sage	4.00

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards)	175.00
Starter Deck (60 cards)	8.95
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Unlisted Commons	15
Unlisted Uncommons	1.00

● Acidic Silver	1.50
★ Amok	3.00
● Awakening	4.00
● Bottomless Pit	1.50
● Burgeoning	5.00
● Camossid	4.50
★ Crovax the Cursed	4.00
● Crystalline Silver	2.50

★ Dream Halls	5.50
★ Ensnaing Bridge	9.00
★ Evacuation	4.00
● Fanning the Flames	2.00
★ Flawstone Mauler	4.00
● Grave Pact	5.50
● Heartstone	1.50
● Heat of Battle	1.50
★ Hermit Druid	4.50
● Hesitation	1.50
● Hidden Retreat	4.00
★ Horn of Greed	4.50
★ Intruder Alarm	5.00
★ Invasion Plans	4.50
★ Jinxed Ring	3.00
● Mask of the Mimic	1.50
● Megrim	2.00
● Mind Peel	1.50
★ Mindwarper	4.00
★ Mogg Infestation	5.00
★ Mogg Maniac	2.00
★ Mortuary	3.50
★ Max Diamond	20.00
● Portcullis	5.00
● Provake	.75
● Pursuit of Knowledge	8.00
● Rebound	1.50
★ Rains of Power	4.00
★ Revenant	5.00
★ Rolling Stones	6.00
★ Ruination	6.00
★ Sacred Ground	4.50
○ Samite Blessing	.25
■ Seething Anger	.25
■ Serpent Warrior	.25
★ Shaman en-Kor	4.50
★ Shard Phoenix	6.00
● Shifting Wall	1.50
■ Shock	.50
■ Sift	.25
★ Silver Wyvern	5.00
★ Skeleton Scavengers	4.00
■ Skyshroud Archer	.25
■ Skyshroud Falcon	.25
■ Skyshroud Troopers	.25
★ Silver Queen	10.00
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EXODUS

WIZARDS OF THE COAST-1998

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Artifact

3, ♠: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

TOP 10 HOTTEST CARDS

2) Cursed Scroll

What? Bumped to number two? Probably not for long, though. Ever wonder what's so cursed about our favorite scroll? Poisoned vellum? A dark enchantment? Really bad Vagon poetry? Looking at the art, maybe we know now what was in that briefcase in "Pulp Fiction"...

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★ Monstrous Hound	3.50	● Spellshock	1.25
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Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight dragged the Predator behind it, the cradle hauling the casket.

TOP 10 HOTTEST CARDS

3) Cataclysm

Eeny, meeny, miney, moe. Everyone pick your favorite artifact, creature, enchantment and land and toss the rest. Once again, white shows it still gots the peppa when it comes to clearing the board and getting both players back to basics.



TOP 10 HOTTEST CARDS

1) Oath of Druids

This blazing hot card took the U.S. Nationals by storm. The basic idea is this—wait for your opponent to play a creature and drop the Oath into play. Since your deck is packed only with insanely powerful creatures like Archangel and Spirit of the Night, you're sure to get something good. Hey...didn't our own Mike Searle design a deck similar to that about a year ago?

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PORTAL

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INQUEST

price guide

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Interphase Generator	R 6.00
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Investigate Disappearance	R 3.00
Investigate Disturbance	R 3.00
Investigate Massacre	R 2.50
Investigate Raid	R 3.00
Investigate Rogue Comet	R 3.00
Investigate "Shattered Space"	R 3.00
Investigate Sighting	R 2.50
Investigate Time Continuum	R 3.00
Jaglan Shrek-Info Broker	R 3.50
Jean-Luc Picard	R 28.00
Kobless	R 4.00
Korgan	R 4.00
K'Ehlyer	R 4.00
Kevin Uxbridge	R 1.00
Khazara	R 5.50
Khitoran Research	R 3.00
Kivas Fajo-Collector	R 1.00
Klingon Death Yell	R 4.00
Kronan Game	R 3.00
Kurak	R 5.00
Kurion Naikos	R 5.00
Kurn	R 5.00
Leah Brahms	R 4.00
Lore Returns	R 5.00
Lore's Fingernail	R 4.50
Luxusa	R 5.00
Lwaxanna T'Pol	R 7.00
Medical Relief	R 3.00
Mendak	R 4.00
Morgan Bateson	R 3.00
Naglum	R 4.00
Neelo Doren	R 4.00
New Contact	R 3.00
Pegasus Search	R 3.00
PI	R 4.00
Q	R 8.00
Reginald Barclay	R 5.00
Richard Galen	R 4.00
Ro Laren	R 5.00
Roga Danar	R 6.00
Sarak	R 5.00
Sarjenka	R 3.00
Sarthong Plunder	R 3.00
Satek	R 4.00
Seek Life-form	R 4.00
Selo	R 7.50
Shelby	R 4.50
Sir Isaac Newton	R 5.00
Study "Hole in Space"	R 3.00
Study Lonka Pulsar	R 3.00
Study Nebula	R 3.00
Supernova	R 5.00
Survey Mission	R 3.00
Tam Elbrun	R 5.00
Tasha Yar	R 11.50
Temporal Causality Loop	R 4.00
Thomas Riker	R 13.00
Thought Mavel	R 6.50
Time Travel Pod	R 6.50
Tomalak	R 4.00
Tooth	R 5.00

Taxi Unit	R. 7.00
Tsolkovsky Infection	R. 3.00
U.S.S. Brittan	R. 3.00
U.S.S. Enterprise	R. 22.50
U.S.S. Hood	R. 7.00
U.S.S. Phoenix	R. 6.00
U.S.S. Yamato	R. 7.00
Varon-T Disruption	R. 6.00
Vash	R. 4.00
Vulcan Stone of Gol	R. 6.00
Warp Core Breach	R. 4.00
Wesley Crusher	R. 12.50
William T. Riker	R. 21.00
Wind Dancer	R. 3.00
Worf	R. 19.00
Whormhole Negotiations	R. 3.00

STAR TREK: THE NEXT GENERATION LIMITED

Full Set (363 cards)	650.00
Starter Deck (60 cards)	15.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	6.00
Block 2 (36 packs)	175.00

Cards are black-bordered.
Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

Full Set (122 cards, not including "Future Enterprise")	135.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Unlimited Common cards	10
Unlimited Common Personal cards	25
Unlimited Uncommon cards	75
Unlimited Rare cards	3.00
Berlingoff Rossmussen	R. 4.00
Beverly Picard	R. 7.00
Brute Force	R. 3.50
Commander Tomalak	R. 4.50
Cryosatellite	R. 4.50
Data's Head	R. 6.00
Devidian Doorway	R. 4.00
FGC-47 Researcher	R. 4.00
Future Enterprise	UR 77.00
Gornu	R. 4.50
Governor Worf	R. 11.00
Jan Andrew T'Pol	R. 4.50
Iconian Gateway	R. 5.00
Major Raktak	R. 5.50
Ophidian Cane	R. 4.50
Reunion	R. 4.00
Samuel Clemens' Pocketwatch	R. 5.00
Tasha Yar-Alternate	R. 8.00
U.S.S. Enterprise-C	R. 5.00

2 CONTINUUM EXPANSION

Full Set (121 cards)	100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Common Cards	15
Uncommon Cards	75
Unlimited Rare Cards	4.50
Arbiter of Succession	R. 5.00
Blade of T'Pol	R. 6.00
Conar	R. 5.50
Data's Body	R. 3.50
Galen	R. 7.50
IKC Mabi-Ra	R. 5.00
Juliana Tainer	R. 6.00
Katherine Pulaski	R. 7.00
Klingon Civil War	R. 4.50
Lal	R. 8.00
Mammi Gunan	R. 9.50
Manthem's Dimensional Door	R. 5.00
Mona Lisa	R. 5.50
Montal Q	R. 8.00
Mr. Hamm	R. 5.00
Nick Locarno	R. 5.00
Sheloh, The	R. 6.00
USS Stargazer	R. 8.00
Yuta	R. 5.00

FIRST CONTACT EXPANSION

Full Set (130 cards)	150.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	65.00
Common Cards	15
Unlimited Uncommon Cards	75
Abandon Mission	R. 4.00
Adapt: Modulate Shields	U. 1.00
Admiral Hayes	R. 4.50

Alas, Poor Queen	R. 4.00
Alyssa Ogawa	R. 5.00
Android Headlock	R. 4.00
Anique Machine Gun	R. 4.50
Assimilate Counterpart	U. 1.00
Assimilate Homeworld	R. 4.00
Assimilate Starship	U. 1.00
Assimilate This!	R. 4.00
Assimilation Table	U. 1.00
Assimilation Tubes	U. 1.00
Balancing Act	U. 1.00
Beverly Crusher	R. 9.00
Blended	U. 1.00
Borg Cube	U. 1.00
Borg Kiss	R. 4.00
Borg Neuroprocessor	R. 4.00
Borg Queen	R. 15.00
Borg Servo	U. 1.00
Build Interlocking Beacon	R. 3.50
Data	R. 15.00
Dead End	U. 1.00
Deanna Troi	R. 9.50
Don't Call Me Ahab	U. 1.00
Eliminate Starship	U. 1.00
Espionage Mission	R. 4.00
Fractal Encryption Code	U. 1.00
Geordi La Forge	R. 12.00
Hawk	U. 1.00
He Will Make An Excellent Drone	U. 1.00
I'm a Doctor, Not a Doorstop	U. 1.00
Intermix Ratio	U. 1.00
Jean-Luc Picard	R. 16.50
Kathleen Tonell	U. 1.00
Launch Portal	U. 1.00
Lily Sloane	R. 5.00
Magic Carpet Ride OCD	R. 4.50
Mirror Image	U. 1.00
Montanna Missile Complex	R. 4.50
My First Raygun	R. 4.00
Ocular Implants	R. 4.50
Doby Daoby	R. 4.00
Patrol Neutral Zone	U. 1.00
Paul Porter	R. 5.00
Phoenix	R. 6.00
Prepare Assault Teams	U. 1.00
Primitive Culture	R. 4.00
Queen's Borg Cube	R. 11.00
Queen's Borg Sphere	R. 9.50
Ready Room Door	U. 1.00
Regenerate	R. 4.50
Reginald Barclay	R. 4.50
Remedulation	U. 1.00
Retask	R. 4.50
Salvage Starship	R. 4.00
Scorched Hand	U. 1.00
Scout Encounter	R. 4.00
Sense the Borg	U. 1.00
Sevek	U. 1.00
Shipwreck	R. 4.00
Sokor	R. 4.50
Starfleet Type III Phaser Rifle	U. 1.00
Star First Contact	R. 4.00
Strict Dress Code	R. 4.00
T'Shonna	U. 1.00
Temporal Vortex	U. 1.00
Temporal Wake	R. 4.00
Theta-Radiation Poisoning	R. 4.50
Thomas McClure	U. 1.00
Three-Dimensional Thinking	R. 4.00
Tommygun	U. 1.00
USS Bozeman	U. 1.00
USS Enterprise-E	R. 18.00
Undetected Beam-In	R. 4.00
Visit Cochrane Memorial	R. 4.00
Vulcan Lander	U. 1.00
Wall of Ships	R. 4.50
Weak Spot	R. 4.00
William T. Riker	R. 13.00
Worf	R. 11.00
Zefram Cochrane	R. 7.00
Zefram Cochrane's Telescope	R. 5.00

THE YAGI COLLECTION

Full Set (18 cards)	150.00
Black Hole	R. 10.00
Dixon Hill's Business Card	R. 8.50
DNA Metamorphosis	R. 7.00
Dr. Soong	R. 15.00
Guinan	R. 15.00
I.K.C. Chang	R. 9.00
Kivas Fojo	R. 11.00
Locutus of Borg	R. 25.00
Lore	R. 22.00
Miles O'Brien	R. 12.00
1962 Roger Mears Baseball Card	R. 8.00
Persistence of Memory	R. 8.50
Picard's Artificial Heart	R. 8.50
Qapla!	R. 8.00
Sisters of Duras	R. 13.00
Spot	R. 10.00
Tolliver	R. 9.00
U.S.S. Pasteur	R. 12.00

STAR WARS LIMITED EDITION

Full Set (324 cards)	370.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	115.00
Booster Pack (15 cards)	5.00
Booster Box (36 packs)	145.00
Unlimited Commons	10

Cards are black-bordered.

A Disturbance in the Force	U. 1.00
Admiral Motti	R. 4.00
Afflict Mind	R. 4.50
Alderaan (dark side)	R. 2.50
Alderaan (light side)	U. 1.25
Ather	U. 1.00
Assault Rifle	R. 3.50
A Tremor in the Force	U. 1.00
Bantha	U. 50
Beggar	R. 5.50
Beru Lars	U. 50
Beru Slew	U. 50
Biggs Darklighter	R. 4.50
Block 2	R. 9.00
Block 3	U. 1.00
Blast Door Controls	U. 50
Blastar Rock	U. 1.00
Blastar Ship	U. 1.00
Boosted TIE Blaster Cannon	U. 1.00
Boring Conversation Anyway	R. 4.50
BoShek	U. 1.50
C-3PO	R. 19.00
Caller	U. 75
Cantina Brawl	R. 5.00
Charming to the Last	R. 3.00
Chief Bast	U. 1.00
Circle is Now Complete	R. 6.00
Colonel Wulff Yularen	U. 1.00
Commander Praji	U. 50
Corellian Corvette	U. 2.00
Crash Site Memorial	U. 1.00
Dantooine	U. 1.00
Dark Collaboration	R. 5.50
Dark Hours	U. 50
Dark Jedi Lightsaber	U. 1.00
Dark Jedi Presence	R. 6.00
Darth Vader	R. 52.00
Dathcho	U. 1.00
Death Star: Lvl 4 Mill. Cor.	U. 1.00
Death Star Plans	R. 5.50
Death Star Sentry	U. 1.00
Death Star: Central Core	U. 50
Death Star: Detention Block Cnl.	U. 50
Death Star: Level 4 Military Cor.	U. 50
Death Star: Trash Comp.	U. 1.00
Death Star: War Room	U. 1.00
Demolition	R. 3.00
Devastator	R. 16.00
Dice Ibegon	R. 3.00
Disarmed (dark side)	R. 5.00
Disarmed (light side)	R. 4.50
Dias Pahr	R. 3.50
Don't Get Cocky	R. 5.00
Dr. Evazoon	R. 3.00
DS-61-2	U. 1.00
DS-61-3	R. 10.00
Dutch	R. 8.00
EG-6	U. 75
Els Helrot	U. 50
Emergency Deployment	U. 1.00
Empire's Back, The	U. 1.00
Escape Pod	U. 50
Evacuate?	U. 50
Expand the Empire	R. 5.00
Eyes in the Dark	U. 1.00
Fear Will Keep Them In Line	R. 3.00
Feltpenn Trevogg	U. 1.00
Figini D'an	U. 50
506-RA-7	R. 4.50
Force is Strong With this One	R. 3.50
Full Scale Alert	U. 50
Full Throttle	R. 2.50
Garinan	R. 2.50
General Dodonna	U. 1.00
General Tagge	R. 4.00
Gift of the Mentor	R. 6.50
Gold 1	R. 3.50
Gold 5	R. 4.00
Grand Moff Tarkin	R. 22.00
Gravel Storm	U. 50
Han's Back	U. 50
Han's Heavy Blaster Pistol	R. 3.50
Han Seeker	R. 1.00
Han Solo	R. 35.00
Help Me Obi-Wan Kenobi	R. 5.00
How Did We Get Into This	U. 50
Hydroponics Station	U. 50
I Find You... Disturbing	R. 5.00
I Have You Now	R. 3.50
I've Lost Anoo!	U. 1.00
Imperial Class Star Destroyer	U. 3.00
Into... Chute, Flyboy	R. 3.00

Ion Cannon	U. 1.00
Jawa Pack	U. 1.00
Jawa Sista	U. 1.00
Jedi Lightsaber	U. 1.50
Jedi Presence	R. 5.50
Jek Porkins	U. 1.00
Juni Juice	R. 2.50
Kabe	U. 1.00
Kal'Fahn C'ndros	R. 6.50
Kessel Run	R. 3.50
Kessel (light)	U. 2.00
Kessel (dark)	U. 2.00
Kitnik Keel'kak	R. 8.00
K'lor slug	R. 4.50
Kroyt Dragon Howl	R. 5.00
Labria	R. 2.50
Laser Projector	U. 50
Lateral Damage	R. 2.50
Leesub Sift	R. 2.00
Leia Organa	R. 28.00
Leia's Back	U. 50
Leia's Sporting Blaster	U. 1.00
Leutenant Tanbris	U. 50
Light Repeating Blaster Rifle	R. 6.50
Lightsaber Proficiency	R. 6.50
Limited Resources	U. 50
Local Trouble	R. 5.00
Lone Pilot	R. 2.50
Lone Warrior	R. 2.50
Look Sir, Droids	R. 5.50
LUKE! LUKE!	U. 1.00
Luke Seeker	R. 2.00
Luke Skywalker	R. 37.50
Luke's Back	U. 50
Luke's X-34 Landspeeder	U. 1.00
M'nyom Onih	U. 50
Mantallian Savir	R. 3.00
Millennium Falcon	R. 27.00
Malator	R. 5.00
Mamaw Nodon	U. 50
Moment of Triumph	R. 2.00
Moving Along	R. 4.00
MSE-6 Mouse Droid	U. 50
Myo	R. 3.00
Nabrun Leids	U. 50
Nevar Yalnal	R. 3.00
Nightfall	U. 1.00
Noble Sacrifice	R. 3.50
Obi-Wan Kenobi	R. 39.00
Obi-Wan's Cape	R. 8.00
Obi-Wan's Lightsaber	R. 10.00
Observation Holocam	U. 50
On the Edge	R. 3.50
Organa's Cer. Necklace	R. 5.00
Our Most Desperate Hour	R. 5.00
Out of Nowhere	U. 50
Owen Lars	U. 1.00
Panic	R. 3.00
Physical Choke	R. 5.00
Plastoid Armor	U. 50
Ponda Baba	U. 1.00
Pops	U. 1.00
Presence of the Force	R. 6.00
Propheesie	U. 1.00
Quad Laser Cannon	U. 1.00
Reactor Terminal	U. 50
Rebel Planners	R. 2.50
Red Leader	R. 9.00
Red 1	U. 1.50
Red 3	R. 3.00
Restricted Deployment	U. 1.00
Return of a Jedi	U. 50
Revolution	R. 7.50
Rycoar Ryjard	U. 1.00
Sandcrawler (dark)	R. 2.00
Sandcrawler (light)	R. 2.00
Send a Detachment Down	R. 5.00
Sense (dark side)	U. 1.00
Sense (light side)	U. 1.00
Skywalkers	R. 5.00
Solo Han	R. 3.00
Spaceport Speeders	U. 50
Special Modifications	U. 1.00
Sunsdown	U. 1.00
Tactical Re-Call	R. 3.00
Tagge Seeker	R. 2.00
Targeting Computer	U. 1.00
Tarkin Seeker	R. 3.00
Tatooine Cantina (dark side)	R. 4.00
Tatooine Cantina (light side)	R. 2.50
Tatooine: Lars' Moisture Farm (dark)	U. 50
Tatooine: Mos Eisley (light side)	U. 50
Tatooine: Obi-Wan's Hut	R. 7.00
Thank the Maker	R. 3.00
This is All Your Fault	U. 1.00
TIE Advanced x1	U. 50
Tonnika Sisters	R. 8.00
Traffic Control	U. 50
Trinto Duaba	U. 1.00
Trooper Charge	U. 50
Turbolaser Battery	R. 3.00
Tusken Breath Mask	U. 1.00

2X-3KPR	U. 1.00
Uthiri (dark or light side)	R. 4.00
Vader's Custom TIE	R. 15.00
Vader's Eye	R. 6.00
Vader's Lightsaber	R. 12.50
Warrior's Courage	R. 2.50
We're All Gonna Thinner!	R. 5.00
WED-9-M1 Bantha Droid	R. 2.00
WED-15-1662 Treadwell Droid	R. 2.00
Wioslen	U. 1.00
Wrong Turn	U. 1.00
Wuher	U. 50
Yavin 4: Jungle (dark side)	U. 50
Yavin 4: Jungle (light side)	U. 50
Yavin 4: Massassi Throne Rm.	R. 5.50
Yavin 4: Massassi War Rm.	U. 1.00
Yavin Sentry	U. 1.00
Yerka Mui	U. 1.00
Your Eyes Can Deceive You	U. 1.00
Your Powers... Old Man	R. 5.00

STAR WARS UNLIMITED EDITION

Full Set (330 cards)	250.00
Starter Dual Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00

Cards are white-bordered.
Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

Full Set (162 cards)	195.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	95.00
Unlisted Commons	10
Advance Preparation	U. 1.00
Alternatives to Fighting	U. 1.00
Astromech Shortage	U. 75
Attack Run	R. 4.00
Besieged	R. 2.00
Block 4	U. 1.00
Bowcaster	R. 3.00
Brainiac	R. 9.00
Captain Khurgee	U. 1.00
Call 2187	R. 4.00
Chewbacca	R. 16.00
Clak'dor VII	R. 3.00
Commander Vandeen Willard	U. 75
Commence Primary Ignition	R. 5.00
Commence Recharging	R. 3.50
Conquest	R. 13.00
Correllia	R. 3.00
Dannik Jerriko	U. 5.00
Danz Borin	U. 75
Dark Waters	R. 3.00
Death Star	R. 14.00
Death Star Tractor Beam	R. 3.50
Death Star: Conference Room	U. 75
Death Star: Trench	R. 4.50
Dejriq Hologame Board	R. 4.50
Dionaga	R. 4.00
Doikk Na'ts	U. 75
Double Agent	R. 3.50
DS-61-4	R. 4.00
Evader	U. 1.00
Fire Extinguisher	U. 75
Garauf Latoo	U. 75
Gold 2	U. 1.00
Greedo	R. 10.00
Hem Dazon	R. 5.00
Het Nikk	U. 75
Hunchback	R. 5.50
Hyperwave Scan	U. 1.00
Hypo	R. 4.50
I'm Here to Rescue You	U. 1.00
I'm On the Leader	R. 4.00
Ickaball G'ant	U. 75
Imperial Holotable	R. 5.00
Informant	U. 1.00
IT-O	R. 5.00
Kiffex	R. 5.50
Krayt Dragon Bones	U. 1.00
Lezzer Gate	U. 75
Let the Wookie Win	R. 2.00
Linn Car'n	R. 5.00
Logistical Delay	U. 75
Lord Snodd Children	U. 1.00
Luke's Cape	R. 5.00
Luke's Blasting Rifle	U. 1.00
MYHD Binary Droid	U. 1.00
Magnetic Suction Tube (dark side)	R. 2.00
Magnetic Suction Tube (light side)	R. 2.00
Maneuver Check	R. 2.00
Masep	U. 75
Matti Seeker	R. 2.00



price guide

Nalan Chee	U	75
Out of Commission	U	75
Program Trap	U	1.00
R2-D2	R	16.00
R3-T6	R	5.00
Red 2	R	7.50
Red 5	R	12.50
Red 6	U	1.00
Reegesk	U	75
Reserve Pilot	U	1.00
Retract the Bridge	R	5.00
Rogue Bantha	U	1.00
Sabotage	U	1.00
Sandcrawler: Droid Junkheap	R	4.00
Sandcrawler: Loading Bay	R	4.00
Scanner Techs	U	1.00
Sensor Panel	U	1.00
Sniper	U	1.00
Sorry About the Mess	U	1.00
Spice Mines of Kessel	R	4.50
Superlaser	R	6.00
SW-4 Ion Cannon	R	2.50
Tantive IV	R	12.00
Tatooine: Bluffs	R	5.00
Tech Mo't	U	75
There'll Be Hell to Pay	U	75
They're on Tatooine	R	5.00
This is Some Rescue!	U	1.00
TIE Assault Squadron	U	1.00
Time	U	1.00
Tractor Beam	U	1.00
Trooper Davin Fett	R	3.00
Tzizvi	R	2.50
U-3PO	R	6.00
Undercover (dark)	U	75
Undercover (light)	U	75
URORUR'R'R	U	75
URORUR'R'R's Hunting Rifle	U	75
Victory Class Star Destroyer	U	1.50
WED-17 'Septoid' Droid	U	75
Wedge Antilles	R	16.00
What're You On Us?	U	75
Wookiee Roar	R	5.00
Y-wing Assault Squadron	U	1.00
Yavin 4: Briefing Room	U	1.00
Yavin 4: Massassi Ruins	U	1.00
You're All Clear Kid!	R	4.50

ROTH EXPANSION

Full Set (162 cards)	200.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	95.00
Unlisted Common cards	10
Unlisted Uncommon cards	75

Admiral Ozzel	R	8.00
Anakin's Lightsaber	R	12.00
Artillery Remote	R	2.50
AT-AT Cannon	U	1.00
Argar Laser Cannon	U	2.00
Bacta Tank	R	4.00
Blizzard 1	R	10.00
Blizzard 2	R	6.00
Blizzard Scout 1	R	9.00
Blizzard Walker	U	1.00
Captain Piett	R	4.50
Collapsing Corridor	R	3.00
Commander Luke Skywalker	R	28.00
Concussion Grenade	R	6.00
Dack Ratter	R	3.00
Death Mark	R	4.00
Death Squadron	U	1.00
Debris Zone	R	3.00
Disarming Creature	R	7.00
Dual Laser Cannon	U	2.00
Echo Base Operations	R	4.50
Frozen Dinner	R	7.00
Fury Fury	R	3.00
General Carast Rieekan	R	4.00
General Veers	R	10.00
Golan Laser Battery	U	2.00
High Anxiety	R	5.50
Hoth: Echo Corridor (dark side)	U	1.00
Hoth: Echo Corridor (light side)	C	15
Hoth: Wampa Cove	R	3.50
I Thought They Smelled Bad	R	5.00
Image of the Dark Lord	R	3.00
K-3PO	R	6.50
Lightsaber Deficiency	U	2.00
Major Bren Derin	R	4.00
Meteor Impact?	R	5.50
Mournful Roar	R	5.50

Ord Mantell (dark side)	C	15
Ord Mantell (light side)	U	1.00
Planet Defender Ion Cannon	R	4.50
R-3PO	R	5.00
Responsibility of Command	R	5.00
Rogue 1	R	10.00
Rogue 2	R	5.00
Rogue 3	R	9.00
Rug Hug	R	5.50
Scruffy-Looking Nerf Herder	R	3.00
Snowspeeder	U	2.00
Stalker	R	14.00
Surface Defense Cannon	R	2.50
Tactical Support	R	3.00
Target The Main Generator	R	4.50
The First Transport Is Away!	R	6.00
This Is Just Wrong	R	5.00
Tramper	R	5.50
Tyrant	R	15.00
Wampa	R	4.00
Weapon Malfunction	R	7.00
Was Jar Jar	R	3.00
Who's Scruffy-Looking	R	5.00
Yaggle Gackle	R	3.00
You Have Failed Me...	R	5.50
You Will Go to Dagobah	R	5.50
Zev Senesca	R	3.50

DAGOBAH EXPANSION

Full Set (180 cards)	210.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	115.00
Common cards	10
Unlisted Uncommon Cards	50

A Jedi's Strength	U	50
Anaot (dark side)	U	50
Anaot (light side)	U	50
Asteroids Do Not Concern Me	R	4.00
At Peace	R	3.50
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JABBA'S PALACE EXPANSION

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Unlisted Commons	25

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I Must Be Allowed To Speak	R	3.50
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J'Quille	R	3.00
Jabba the Hutt	R	20.00
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Jabba's Palace Sabacc	U	1.00
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Effect

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- 4 out of 5 street pharmacists agree.

Illus. Norton



INQUEST PLAYERS GUIDE

HANDBOOK

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PLAYERS GUIDE

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:



SAMPLE LISTING

Keeper of Kookus	SC	C	••	•	VS
•: Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	••	••••	L, U, R, 4th, 5th
* is the number of non-wall creatures in play on your side. */*.					
Kird Ape	SC	C	•••••	•	AN, R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•	••	LG
Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	•	••	LG
First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	•	•	LG
0/1.					
Kobold Taskmaster	SC	U	•	••	LG
Give all your Kobolds +1/+0 1/2.					

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and *Revised*. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Yeg Sothoth told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Yeg had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

******* Five Stars.** The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

****** Four Stars.** Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

***** Three Stars.** Smash dab in the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put in really good use in most tournament decks.

**** Two Stars.** These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

*** One Star.** The dregs of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're heading to be nicknamed Eugene T. Bailey.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



SET ABBREVIATIONS

AI.....	Alliances	L.....	Limited (Alpha & Beta)
AQ.....	Antiquities	LG.....	Legends
AN.....	Arabian Nights	MG.....	Mirage
B.....	Beta Limited	PR.....	Promo
CH.....	Chronicles	R.....	Revised
DK.....	The Dark	SH.....	Stronghold
FE.....	Fallen Empires	TM.....	Tempest
5th.....	Fifth Edition	U.....	Unlimited
4th.....	Fourth Edition	VS.....	Visions
HL.....	Homelands	WL.....	Weatherlight
IA.....	Ice Age		



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MAGIC

The Gathering®

players guide



CARD DESCRIPTION

- A** — Card Name.
B — Kind. Summon Djinn means ole Juzam is a creature of the genus "Djinn."
C — Description. The description of exactly what the card can do.
D — Flavor Text. A funny or informative quote.
E — Artist.
F — Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
G — Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the *Arabian Nights* set.
H — Power/Toughness. Only for creatures.

Name Description Kind CR Rating Cost Sets Found

ARTIFACTS

Acidic Dagger	ART	R	••	•	MG
●●● Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.					
Adarkar Sentinel	AC	U	•••	•	IA
●●● +0/+1 until end of turn, 3/3.					
Aegis of the Monk	ART	R	••••	•	IA
●●● Give a 1/1 creature +1/+2 until end of turn.					
Aeolipile	ART	R	••••	•	FE
●●● Sacrifice Aeolipile: Do 2 damage to any target.					
Aethir Glider	AC	C	••	•	AI
Flying. Cannot be assigned to block, 2/1.					
Al-abara's Carpet	ART	R	•••	•	LG
●●● Prevent all damage to you from attacking non-flying creatures.					
Aladdin's Lamp	ART	U	•••	•	AN,R,4th
●●● Instead of drawing a card, draw X cards but take only one into your hand. Shuffle the rest and put them at the bottom of your library.					
Aladdin's Ring	ART	U	••	•	AN,R,4th,5th
●●● Do 4 damage to any target.					
Alchor's Tomb	ART	R	••	•	LG
●●● Change the color of target permanent you control.					
Altar of Dementia	ART	R	•••	•	TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.					
Amber Prison	ART	R	•••	•	MG
You may leave Prison tapped. ●●● Tap target artifact, creature or land. As long as Prison is tapped, target does not untap as normal.					
Amulet of Kroog	ART	C	•••	•	AQ,4th,5th
●●● Prevent 1 damage to any target.					
Amulet of Quoz	ART	R	••	•	IA
●●● Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.					
Amulet of Unmaking	ART	R	••••	•	MG
●●● Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.					
Ankh of Mishra	ART	R	••••	•	L,U,R,4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.					
Anvil of Bogardan	ART	R	••••	•	VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.					
Apocalypse Chime	ART	R	•••	•	HL
●●● All cards in play from the <i>Homelands</i> expansion are buried.					
Arcum's Sleight	ART	U	••	•	IA
●●● Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.					
Arcum's Weatherwax	ART	C	•••	•	IA
●●● Turn a snow-covered land into a non-snow-covered land. ●●● Turn a non-snow-covered land into a snow-covered land.					
Arcum's Whistle	ART	U	•••	•	IA
●●● Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying ●●●, where ● is the creature's casting cost. Play during opponent's turn.					
Arano of the Ancients	ART	R	•••	•	LG,CH
Top all legends. Legends do not untap normally during untap phase.					
Armageddon Clock	ART	U	•••	•	AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend ● during your upkeep to remove a counter.					
Ashnod's Altar	ART	C	••	•	AQ,CH,5th
●●● Sacrifice one of your creatures in play: Add ●●● to your mana pool.					
Ashnod's Battle Gear	ART	U	••	•	AQ,4th
●●● Target creature you control gets +2/+2. You may leave Gear tapped.					

Name Description Kind CR Rating Cost Sets Found

Ashnod's Cylx	ART	R	•••	•	AI
●●● Target player looks at the top three cards of his library and puts one of them on top of his library. Remove the remaining two from game.					
Ashnod's Transmogrator	ART	C	•••	•	AQ,CH,5th
●●● Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.					
Astrolabe	ART	C	••	•	AI
●●● Sacrifice: Add two mana of any one color to your pool. Contrip.					
Balm of Restoration	ART	R	••	•	FE
●●● Sacrifice: Gain 2 life or prevent up to 2 damage to any target.					
Barbed Sextant	ART	C	••	•	IA,5th
●●● Sacrifice: Add one mana of any color to your mana pool. Contrip.					
Bari's Cage	ART	R	•••	•	DK,CH,5th
●●● Target creature does not untap during its controller's next untap phase.					
Basalt Golem	AC	U	•••	•	MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a 0/2 artifact creature wall into play. 2/4.					
Basalt Monolith	ART	U	•••	•	L,U,R
●●● Add ●●● to your mana pool. Can only be untapped by spending ●●●.					
Baton of Morale	ART	U	••	•	IA
●●● Give target creature bonding until end of turn.					
Battering Ram	AC	C	••	•	AQ,4th,5th
Bombs when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1. Of course, no one plays with walls, right?					
Black Lotus	ART	R	•••••	•	LU
●●● Sacrifice: Add 3 mana of any one color to your mana pool.					
Black Mana Battery	ART	R	•••	•	LG,4th
●●● Put a counter on Black Mana Battery. ●●● Add ●●● to your mana pool. Add an additional ●●● for each counter you remove.					
Black Vise	ART	U	•••••	•	L,U,R,4th
At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.					
Blue Mana Battery	ART	R	•••	•	LG,4th
●●● Put a counter on Blue Mana Battery. ●●● Add ●●● to your mana pool. Add an additional ●●● for each counter you remove.					
Bone Flute	ART	U	••	•	DK
●●● Give all creatures -1/0 until end of turn.					
Bone Mask	ART	R	••	•	MG
●●● Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.					
Booby Trap	ART	R	•••	•	TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Trap and it deals 10 damage to that player.					
Book of Rass	ART	R	••	•	DK,CH
●●● Play 2 life: Draw a card.					
Bösium Strip	ART	R	•••••	•	WL
●●● Until end of turn, if at any time the top card in your graveyard is an instant, interrupt, or sorcery card, you may play that card as though it were in your hand. If you do so, remove the card from the game.					
Bottle Gnomes	AC	U	••	•	TM
Sacrifice Bottle Gnomes: Gain 3 life, 1/3.					
Bottle of Suleiman	ART	R	•••	•	AN,R,4th,5th
Otherwise, you get a Djinn token. If opponent wins, you take 5 damage.					
Brass Man	AC	U	••	•	AN,R,4th
●●● Untap Brass Man. Use this ability only during your upkeep. 1/3.					
Bross-Talon Chimera	AC	U	••	•	VS
First strike. Sacrifice Bross-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.					
Bronze Horse	AC	R	•••	•	LG,CH
Tromple. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.					

Name Description Kind CR Rating Cost Sets Found

Bronze Tablet	ART	R	••	•	AQ,4th
●●● Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter Tablet by paying 10 life. Tablet enters play tapped.					
Bubble Matrix	ART	R	••	•	WL
All damage dealt to creatures is reduced to 0.					
Bullwhip	ART	U	•••	•	SH
●●● Do 1 damage to target creature. That creature attacks this turn if able.					
Candelabra of Tawnos	ART	R	••••	•	AQ
●●● Untap X separate lands.					
Celestial Prism	ART	U	••	•	L,U,R,4th
●●● Add 1 mana of any color to your mana pool.					
Celestial Sword	ART	R	••	•	IA
●●● Give a creature you control +3/+3. Bury creature at end of turn.					
Chaos Orb	ART	R	•••••	•	LU
●●● Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.					
Charcoal Diamond	ART	U	•••	•	MG
Comes into play tapped. ●●● Add ●●● to your mana pool.					
Chariot of the Sun	ART	U	•••	•	MG
●●● Target creature you control gains flying and has its toughness reduced to 1 until end of turn. Not to be confused with Chariot of Fire.					
Chimeric Sphere	ART	U	•••	•	WL
●●● Until end of turn, Sphere is a 2/1 artifact creature with flying.					
●●● Until end of turn, Sphere is a 3/2 artifact creature without flying.					
City in a Bottle	ART	R	••	•	AN
All cards from <i>Arabian Nights</i> are buried. No AN cards can be played.					
Clay Statue	AC	C	••	•	AQ,4th,5th
●●● Regenerate: 3/1.					
Clockwork Avian	AC	R	•••	•	AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. ●●● Add X counters to Avian (maximum four counters). Use only during upkeep. 0/4.					
Clockwork Beast	AC	R	•••	•	L,U,R,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. ●●● Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.					
Clockwork Gnomes	AC	C	••	•	HL
●●● Regenerate target artifact creature. 2/2.					
Clockwork Steed	AC	C	•••	•	HL,5th
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. ●●● Add X counters to Steed (maximum four counters). 0/3.					
Clockwork Swarm	AC	C	•••	•	HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacks or blocked, remove one counter. ●●● Add X counters to Swarm (maximum four counters). 0/3.					
Coal Golem	AC	U	•	•	DK
●●● Sacrifice Golem: Add ●●● to your mana pool. 3/3.					
Coat of Arms	ART	R	•••	•	EX
Each creature gets +1/+1 for each other creature in play of the same creature type.					
Coiled Tintripper	AC	C	••	•	TM
First strike. 2/1.					
Cold Storage	ART	R	••	•	TM
●●● Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.					
Colossus of Sardia	AC	R	•••	•	AQ,4th,5th
Tromple. Does not untap. ●●● Untap Colossus during your upkeep. 9/9.					
Conch Horn	ART	R	•••	•	FE
●●● Sacrifice Conch Horn: Draw 2 cards. Place any single card from your hand back on top of your library.					
Conservator	ART	U	••	•	L,U,R,4th
●●● Prevent up to 2 damage to you.					
Copper Tablet	ART	U	••	•	LU
Each player takes 1 damage during his upkeep.					
Coral Helm	ART	R	••	•	AQ,4th,5th
●●● Discard a card at random: Give target creature +2/+2 until end of turn.					
Crown of the Ages	ART	R	•••	•	IA,5th
●●● Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.					
Crystal Golem	AC	U	••	•	MG
At the end of your turn Crystal Golem phases out. 3/3.					
Crystal Rod	ART	U	••	•	L,U,R,4th,5th
●●● Gain 1 life for any blue spell cast. Can only give 1 life per spell.					
Cursed Rack	ART	U	•••	•	AQ,4th
Opponent must discard 4 cards during discard phase.					
Cursed Scroll	ART	R	••••	•	TM
●●● Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.					
Cursed Totem	ART	R	•••	•	MG
Players cannot use any creature abilities requiring an activation cost.					
Cyclopean Tomb	ART	R	•••	•	LU
●●● Put target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.					
Dancing Scimitar	AC	R	••	•	AN,R,4th,5th
Flying. 1/5.					
Dark Sphere	ART	U	••	•	DK
●●● Sacrifice Sphere: prevent half of the damage done to you by a single source, rounded down.					
Delf's Cone	ART	U	••	•	FE
●●● Sacrifice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.					
Delf's Cube	ART	R	••	•	FE
●●● If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delf's Cube. Pay ●●● and remove a cube counter to regenerate target creature.					
Despotic Scapler	ART	R	••	•	IA
●●● Bury target permanent you own. No really, that's what this card does.					
Diabolic Machine	AC	U	••	•	DK,4th,5th
●●● Regenerate: 4/4.					
Diamond Kaleidoscope	ART	R	••	•	VS
●●● Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.					
Didergido	ART	R	••	•	HL
●●● Take a Minotaur from your hand and put it directly into play.					
Dingus Garg	ART	R	•••	•	L,U,R,4th,5th
Whenever a land is destroyed, its controller takes 2 damage.					
Dingus Staff	ART	U	••	•	WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.					

Name	Kind	CR	Rating	Cost	Sets Found
Disrupting Scepter	ART	R	●●●●	●	L,U,R,4th,5th
● Opponent must discard 1 card of his choice. Play as a sorcery.					
Dragonian Cylax	ART	R	●●●●	●	FE
● Discard a card at random. Regenerate target creature.					
Dragon Engine	AC	C	●●	●	AQ,R,4th,5th
● +1/+0 until end of turn. 1/3.					
Dragon Mask	ART	U	●●●	●	VS
● Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.					
Ebony Horse	ART	R	●●●●	●	AN,R,4th
● Untap one of your attackers. Treat target as if it never attacked.					
Ebony Rhino	ART	C	●●●●	●	HL
Trample. 4/5.					
Echo Chamber	ART	R	●●	●	TM
● Opponent chooses a creature he controls. Put a taken creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove taken creature from game. Play as a sorcery.					
Elixir of Vitality	ART	U	●●●	●	MG
Comes into play tapped. ● Sacrifice: Gain 4 life. ●, ●, Sac: Gain 8 life.					
Elkin Bottle	ART	R	●●●●	●	IA,5th
● Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.					
Elven Lyre	ART	R	●●●●	●	FE
● Sacrifice Lyre: Target creature gets +2/+2 until end of turn.					
Emerald Medallion	ART	R	●●	●	TM
Your green spells cost ● less to play.					
Emmessu Tome	ART	R	●●●	●	TM
● Draw two cards, then choose and discard a card.					
Enervator	ART	C	●●	●	TM
● Put a +1/+1 counter on Enervator. 2/2.					
Ersatz Gnomes	AC	U	●●●	●	MG
● Target spell or permanent is colorless until end of turn. 1/1.					
Ensnaring Bridge	ART	R	●●●●	●	SH
Each creature with power greater than the number of cards in your hand cannot attack.					
Essence Bottle	ART	U	●●	●	TM
● Put an elixir counter on Essence Bottle. ● Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.					
Excavator	ART	R	●●●●	●	TM
● Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
Erratic Portal	ART	R	●●●●	●	EX
● Return target creature to owner's hand unless its controller pays 1.					
Faldon's Cane	ART	C	●●●●	●	AQ,CH,5th
● Remove Cane from game: Shuffle your graveyard into your library.					
Fellwar Stone	ART	U	●●●●	●	DK,4th,5th
● Produce 1 mana of any color that opponent's lands may produce.					
Feroz's Ban	ART	R	●●●●	●	HL,5th
Summons spells cost an additional ● to cast.					
Fire Diamond	ART	U	●●●	●	MG
Comes into play tapped. ● Add ● to your mana pool.					
Floodwater Dam	ART	R	●●	●	AI
●, ●, ●: Top X target lands.					
Flowstone Sculpture	AC	R	●●●	●	TM
● Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4.					
Flying Carpet	ART	R	●●●	●	AN,R,4th,5th
● Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.					
Foot's Tome	ART	R	●●●	●	TM
● Draw a card. Use this ability only if you have no cards in your hand.					
Fortetield	ART	R	●●●●	●	LU
● Target unblocked creature deals only 1 damage this turn.					
Forethought Amulet	ART	R	●●●	●	LG
Pay ● during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.					
Fountain of Youth	ART	C	●●●●	●	DK,CH,5th
● Gain 1 life.					
Fyndhorn Bow	ART	U	●●●	●	IA
● Give target creature first strike until end of turn.					
Gauntlet of Might	ART	R	●●●●	●	LU
All mountains produce an extra ●. All red creatures gain +1/+1.					
Gauntlets of Chaos	ART	R	●●●	●	LG,CH,5th
● Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.					
Glasses of Urza	ART	U	●●●	●	L,U,R,4th,5th
● Look at opponent's hand. No, his cards!					
Goblin Lyre	ART	R	●●	●	IA
● Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures your opponent controls. Otherwise, you take damage equal to the number of creatures your opponent controls.					
Golgathian Sylex	ART	R	●●●	●	AQ
● Buy all Antiquities cards. Wee hah!					
Grapeshot Catapult	AC	C	●●	●	AQ,4th,5th
● Do 1 damage to a target flying creature. 2/3.					
Green Mana Battery	ART	R	●●●	●	LG,4th
● Put a counter on Green Mana Battery. ● Add ● to your mana pool. Add ● for each counter you remove as well.					
Grimstone	ART	R	●●●	●	TM
● Put the top two cards of target player's library into that player's graveyard. If both cards show at least one color, repeat this process.					
Griming Totem	ART	R	●●●	●	MG
● Sacrifice Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.					
Gustha's Scepter	ART	R	●●●	●	AI
If you lose control of Scepter, put all cards under it into your graveyard. ● Put any card from your hand face down under Scepter. You may look at that card at any time. ● Return any card under Gustha's Scepter to your hand.					
Heartstone	ART	U	●●●	●	SH
The cost of each creature ability requiring an activation cost is reduced by ●. This cannot reduce an ability's generic mana cost to less than ●.					
Helm of Awakening	ART	U	●●●	●	VS
All spells cost ● less to play.					
Helm of Chazruk	ART	R	●●	●	L,U,R,4th,5th
● Give target creature banding until end of turn.					
Helm of Obedience	ART	R	●●●●	●	AI
● Put top card of opponent's library into his graveyard. Continue until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.					

Name	Kind	CR	Rating	Cost	Sets Found
Helm of Possession	ART	R	●●●	●	TM
You may choose not to untap Helm of Possession during your untap phase. ● Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.					
Hemette Talsman	ART	U	●●	●	IA
● Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.					
Hive, The	ART	R	●●●	●	L,U,R,4th,5th
● Create a Giant Wasp token, a 1/1 flying artifact creature.					
Horn of Deafening	ART	R	●●●	●	LG,CH
● Target creature deals no damage in combat this turn.					
Horn of Greed	ART	R	●●●	●	SH
● Whenever any player plays a land, that player draws a card.					
Hornet Cannon	ART	U	●●●	●	SH
● Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.					
Horrible Hordes	AC	U	●●●	●	MG
Rampage 1, 2/2. Beware the angry toaster.					
Howling Mine	ART	R	●●●	●	L,U,R,4th,5th
During each player's draw phase, that player draws an additional card.					
Ice Cauldron	ART	R	●●●	●	IA
● Put a spell on Cauldron if there are no charge counters on it. Put X charge counters on Cauldron. You may cast that spell as though it were in your hand. ● Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron. Blah, blah, blah, blah...					
Icy Manipulator	ART	U	●●●●	●	L,U,IA
● Tap target land, creature, or artifact.					
Igneous Golem	AC	U	●●	●	MG
● Trample until end of turn. 3/4.					
Illusory Mask	ART	R	●●●	●	LU
● Summon a creature face down. You may add ● to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.					
Implements of Sacrifice	ART	R	●●●	●	FE
● Sacrifice to add 2 mana of any one color to your mana pool.					
Infinite Hourglass	ART	R	●●●	●	IA,5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay ● during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.					
Iron-Heart Chimera	ART	C	●●●●	●	VS
Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.					
Iron Star	ART	U	●●●	●	L,U,R,4th,5th
● Gain 1 life for any red spell cast. Can only give 1 life per spell.					

Name	Kind	CR	Rating	Cost	Sets Found
Jeweled Bird	ART	R	●●●	●	AN,CH
● Exchange Bird for your ante (cards go to your graveyard). Draw a card.					
Jinxed Idol	ART	R	●●●	●	TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature. Target opponent gains control of Jinxed Idol permanently.					
Jinxed Ring	ART	R	●●●	●	SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature. Target opponent gains control of Ring permanently.					
Joven's Tools	ART	R	●●●	●	HL,5th
● Target creature can only be blocked by walls until end of turn.					
Juggernaut	AC	U	●●●	●	L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.					
Juju Bubble	ART	U	●●●	●	VS
● If you play a card, bury Bubble. ● Gain 1 life.					
Knowledge Vault	ART	R	●●●	●	LG
● Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.					
Kormus Bell	ART	R	●●●	●	L,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for ●.					
Kry Shield	ART	U	●●●	●	LG
● Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.					
Lapis Lazuli Talsman	ART	U	●●●	●	IA
● Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.					
Lead-Belly Chimera	AC	U	●●●	●	VS
Trample. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.					
Lead Golem	AC	U	●●●	●	MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.					
Library of Leng	ART	U	●●●	●	L,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.					
Life Chisel	ART	U	●●●	●	LG
Sacrifice a creature during upkeep to gain life equal to its toughness.					
Life Matrix	ART	R	●●●	●	LG
● Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.					
Lion's Eye Diamond	ART	R	●●●	●	MG
Sacrifice Lion's Eye Diamond to discard your hand. Add three mana of any one color to your mana pool. Like a Black Lotus, only, not.					
Living Armor	ART	C	●●●●	●	DK,CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost. Can only give 1 life per spell.					
Living Wall	AC	U	●●●	●	L,U,R
Counts as a wall. ● Regenerates. 0/6.					

COMBOS UNCLUED



! Poultrygeist and Dregs of Sorrow: Welcome to Combos Unclued, where you get a sneak peek at WotC's new kooky Magic set and as many puns as we can come up with until we're all tapped out. Here's an egg-citing combo. It doesn't go over easy, but when it works it'll send your opponent's creatures scrambling for the graveyard while your hand size gets bigger. Of course if you roll a 1 you're cock-a-doodle-screwed.

Name	Kind	CR	Rating	Cost	Sets Found
Ivory Cup	ART	U	●●	●	L,U,R,4th,5th
● Gain 1 life for any white spell cast. Can only give 1 life per spell.					
Ivory Tower	ART	U	●●●●	●	AQ,R,4th
At beginning of your upkeep, gain 1 life for each card over four in your hand.					
Jabari's Banner	ART	U	●●●	●	WL
● Target creature gains flank until end of turn.					
Jade Monolith	ART	R	●●	●	L,U,R,4th,5th
● Redirect all damage from any creature to yourself.					
Jade Statue	ART	U	●●●	●	LU
● Statue becomes a 3/6 creature. Use only during an attack phase.					
Jehon Tome	ART	R	●●●	●	AQ,CH,5th
● Draw a card and then discard a card of your choice.					
Jondor's King	ART	R	●●●	●	AN,R
● Discard a card you just draw, and draw another to replace it.					
Jondor's Saddlebags	ART	R	●●●	●	AN,R,4th,5th
● Untap target creature.					
Jangling Automaton	AC	C	●●●	●	WL
If Automaton attacks, untap all creatures defending player controls. 3/2.					
Jayemdae Tome	ART	R	●●●	●	L,U,R,4th,5th
● Draw a card.					
Jester's Cup	ART	R	●●●	●	IA,5th
● Sacrifice to look through target player's library and remove any three cards from the game.					
Jester's Mask	ART	R	●●●	●	IA
Comes into play tapped. ● Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.					
Jot Medallion	ART	R	●●	●	TM
Your black spells cost ● less to play.					
Jeweled Amulet	ART	U	●●●	●	IA
● Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. ● Remove the charge counter to add 1 mana of the appropriate type to your mana pool.					

Name	Kind	CR	Rating	Cost	Sets Found
Ladestone Boule	ART	R	●●●●	●	AI
● Sacrifice: Put up to four basic lands from a player's graveyard into that player's library. That player draws a card at the beginning of the next turn.					
Lotus Petal	ART	C	●●●	●	TM
● Sacrifice Lotus Petal: Add one mana of any color to your mana pool.					
Magma Mine	ART	U	●●●	●	VS
● Put a counter on Magma Mine. ● Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.					
Magnetic Web	ART	R	●●●	●	TM
If a creature with a magnet counter attacks, all creatures with magnet counters that attacker controls attack if able and all creatures with magnet counters that defender controls block that creature if able. ● Put a magnet counter on target creature.					
Malachite Talsman	ART	U	●●●	●	IA
● Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.					
Mana Crystal	ART	U	●●●	●	PR
● Add ● to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.					
Mana Matrix	ART	R	●●●	●	LG
Pay ● less to cast an instant, interrupt, or enchantment.					
Mana Prism	ART	U	●●●	●	MG
● Add 1 to your pool. ● Add one mana of any color to your pool.					
Mana Vault	ART	R	●●●	●	L,U,R,4th,5th
● Put 3 to your mana pool. ● Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Vault is tapped at the end of your upkeep.					
Mana Web	ART	R	●●●	●	WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.					
Marionette	AC	C	●●●	●	TM
● Add one colorless mana to your mana pool. 1/1.					
Manigara's Tome	ART	R	●●●	●	MG
Search your library for five cards. Shuffle and put these cards face down under Tome. ● Instead of drawing a card, add top card from Tome to your hand.					

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Marble Diamond	ART	U	●●●	●	MG
Comes into play tapped. ● Add ● to your mana pool.					
Marble Priest	AC	U	●●●	●	LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3. Really! Who's gonna use walls?					
Matopi Golem	AC	U	●●●	●	VS
1. Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.					
Max Diamond	ART	R	●●●●	●	SH
When Max Diamond comes into play, choose and discard a land card or sacrifice Max Diamond. ● Add one mana of any color to your mana pool.					
Medicine Bag	ART	U	●●●	●	EX
● Choose and discard a card. Regenerate target creature.					
Meekstone	ART	R	●●●	●	LU, R, 4th, 5th
Creatures with power greater than 2 do not untap during untap phase.					
Memory Crystal	ART	R	●●●	●	EX
All buyback costs are reduced by 1.					
Metallic Silver	AC	C	●●●	1	●
Metallic Silver counts as a silver. 1/1.					
Mightstone	ART	U	●●●	●	AQ
All attacking creatures gain +1/+0.					
Millstone	ART	U	●●●	●	AQ, R, 4th, 5th
2. ● Take the top 2 cards from target player's library and place them in that player's graveyard.					
Mind Stone	ART	C	●●	●	WL
● Add one colorless mana to your mana pool. ●, ●, Sacrifice Mind Stone. Draw a card.					
Mindless Automaton	AC	R	●●●	●	EX
Comes into play with two +1/+1 counters. 1. Discard a card. Put a +1/+1 counter on Automaton. Remove 2 +1/+1 counters from Automaton. Draw a card. 0/0.					
Mirror Universe	ART	R	●●●●	●	LG
● Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.					
Miseric's Cage	ART	R	●●●	●	MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Miseric's Cage deals 2 damage to him or her.					
Mishra's Groundbreaker	ART	U	●●●	●	AI
● Sacrifice. Target land becomes a 3/3 artifact creature.					
Mishra's War Machine	AC	R	●●●	●	LU, R, 4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.					
Mogg Cannon	ART	U	●●●	●	TM
● Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.					
Moss Diamond	ART	U	●●●	●	MG
Comes into play tapped. ● Add ● to your mana pool.					
Max Emerald	ART	R	●●●●	●	LU
● Add ● to your mana pool.					
Max Jet	ART	R	●●●●	●	LU
● Add ● to your mana pool.					
Max Pearl	ART	R	●●●●	●	LU
● Add ● to your mana pool.					
Max Ruby	ART	R	●●●●	●	LU
● Add ● to your mana pool.					
Max Sapphire	ART	R	●●●●	●	LU
● Add ● to your mana pool.					
Mystic Compass	ART	U	●●●	●	AI
● Target mana-producing land becomes a basic land type of your choice until end of turn.					
Narciss Talisman	ART	U	●●●	●	IA
● Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.					
Naked Singularity	ART	R	●●●	●	IA
CU. ● Instead of their normal mana, plains produce ● islands produce ● swamps produce ● mountains produce ● and forests produce ●					
Necropolis	AC	U	●●●	●	DK
Counts as a wall. ● Remove a creature in your graveyard from game. Put a +0/-X counter on Necropolis. X is the creature's cost. 0/1.					
Nevinyrral's Disk	ART	R	●●●	●	LU, R, 4th, 5th
● Destroy all non-land permanents. Comes into play tapped.					
North Star	ART	R	●●●	●	LG
● You may cast one spell this turn using mana of any color.					
Nova Pentacle	ART	R	●●●	●	LG
● Redirect all damage done to you by one source to target creature of opponent's choice. "No va" means "no go" in Spanish.					
Null Brooch	ART	R	●●●	●	EX
2. ● Discard your hand. Counter target noncreature spell. Play this ability as an interrupt.					
Null Zed	ART	R	●●●	●	WL
Players cannot play any artifact abilities requiring an activation cost.					
Obelisk of Undoing	ART	R	●●●	●	AQ, CH, 5th
● Take one of your permanents in play back to your hand.					
Obsidian Golem	AC	U	●●●	●	LU, R, 4th
4/6. We like to call him Lony.					
Onulet	AC	U	●●●	●	AQ, R, 4th
If Onulet goes to any graveyard from play, its controller gains 2 life. 2/2.					
Onyx Talisman	ART	U	●●●	●	IA
● Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.					
Ornithopter	AC	U	●●●	●	AQ, R, 4th, 5th
Flying. 0/2. Despite what Tom Sizewski thinks, this card still sucks.					
Patagonia Golem	AC	U	●●●	●	MG
● Flying until end of turn. 2/3.					
Patchwork Gnomes	AC	U	●●●	●	TM
Choose and discard a card. Regenerate Patchwork Gnomes. 2/1					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Paupers' Cage	ART	R	●●●	●	MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.					
Pearl Medallion	ART	R	●●●	●	TM
Your white spells cost ● less to play.					
Pentagram of the Ages	ART	R	●●●	●	IA, 5th
● Prevent all damage done to you from one source.					
Phryxian Devourer	AC	R	●●●	●	AI
If Phryxian Devourer's power is seven or greater, bury it. 0. Remove the top card of your library from the game to put a +X/-X counter on Phryxian Devourer, where X is equal to that card's casting cost. 1/1.					
Phryxian Dreadnought	AC	R	●●●	●	MG
Triplane. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.					
Phryxian Furnace	ART	U	●●●	●	WL
● Remove the bottom card of target player's graveyard from game. 1.					
Phryxian Grimire	ART	R	●●●	●	TM
● Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.					
Phryxian Hulk	AC	U	●●●	●	TM
5/4.					
Phryxian Marauder	AC	R	●●●	●	VS
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay ● for each counter on it. 0/0.					
Phryxian Portal	ART	R	●●●	●	AI
● Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.					
Phryxian Splicer	ART	U	●●●	2	TM
●, ● Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.					
Phryxian Vault	ART	U	●●●	●	MG
2. ● Sacrifice a creature. Draw a card.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
King of Renewal	ART	R	●●●	●	FE
● Randomly discard a card from your hand to draw two cards.					
Rocket Launcher	ART	U	●●●	●	AQ, R
● Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.					
Rod of Ruin	ART	U	●●●	●	LU, R, 4th, 5th
● Do 1 damage to any target.					
Rotarohopter	AC	C	●●●	●	HL
Flying. ● +1/+0 until the end of turn. You cannot spend more than ● this way each turn. 0/2.					
Ruby Medallion	ART	R	●●●	●	TM
Your red spells cost ● less to play.					
Runed Arch	ART	R	●●●	●	IA
Comes into play tapped. ● Sacrifice to make X creatures with power no greater than 2 unblockable this turn.					
Runesword	ART	C	●●●	●	DK, CH
● Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if target leaves play before end of turn.					
Sands of Abolish	ART	R	●●●	●	AN
● Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sands of Abolish.					
Sand Golem	AC	U	●●●	●	MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.					
Sands of Time	ART	R	●●●	●	VS
Each player skips his untap phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.					
Sapphire Medallion	ART	R	●●●	●	TM
Your blue spells cost ● less to play.					
Scalding Tongs	ART	R	●●●	●	TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.					

COMBOS UNGLUED



Giant Fan and Unstable Mutation:

Unstable Mutation gives your creature -1/-1 counters, but with the Giant Fan you can blow them on over to another one of your creatures. The minuses, maybe getting a little twisted in the breeze, turn into +1/+1 counters and your Unstable creature stays pretty damn stable. Hey...it's a combo that blows, but doesn't suck!

Phryxian War Beast	AC	C	●●●	●	AI
1. When Beast leaves play, sacrifice a land and take 1 damage. 3/4					
Phryxian War	AC	C	●●●	●	VS
0/3. Oof. Even worse than the Ornithopter!					
Pit Trap	ART	U	●●●	●	IA
● Sacrifice Trap. Bury target nonflying creature that is attacking you.					
Planar Gate	ART	U	●●●	●	LG
Pay ● less when casting a summon spell.					
Portcullis	ART	R	●●●	●	SH
Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.					
Primal Clay	AC	U	●●●	●	AQ, R, 4th, 5th
When cast, choose whether to make Primal Clay 0 1/6 wall, 3/3 ground creature, or 2/2 flying creature.					
Puppet Strings	ART	U	●●●	●	TM
● Tap or untap target creature.					
Pyramids	ART	R	●●●	●	AN
● Prevent a land from being destroyed. ● Remove an enchantment from a land.					
Rack, The	ART	U	●●●	●	AQ, R, 4th
Do 1 damage for each card under three opponent has during upkeep.					
Rakalite	ART	R	●●●	●	AQ, CH
● Prevent 1 damage to any target. Rakalite returns to owner's hand at end of turn.					
Razor Pendulum	ART	R	●●●	●	MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.					
Red Mana Battery	ART	R	●●●	●	LG, 4th
2. ● Put a counter on Red Mana Battery. ● Add ● to your mana pool. Add ● for each counter you removed as well.					
Reflecting Mirror	ART	U	●●●	●	DK
● Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.					
Relic Barrier	ART	U	●●●	●	LG
● Tap target artifact.					
Ring of Immortals	ART	R	●●●	●	LG
● Counter interrupt or enchantment targeting a permanent you control.					
Ring of Mael	ART	R	●●●	●	AN
● Sacrifice. Instead of drawing a card, select a card from outside the game.					

Scarb of the Unseen	ART	U	●●●	●	AI
● Sacrifice Scarb: Return all enchantments on target permanent you own to their owners' hand. Cantrip.					
Scarabrow	ART	U	●●●	●	DK
● Prevent all damage to you from flying creatures this turn. 2/2.					
Scarl Rock	ART	R	●●●	●	TM
● Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.					
Sentinel	AC	R	●●●	●	LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of a creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*, +1/+1 when played after Voyager.					
Serpent Generator	ART	R	●●●	●	LG, CH, 5th
● Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.					
Serrated Arrows	ART	C	●●●	●	HL
Put three arrow counters on Serrated Arrows when it comes into play. ● Remove one counter. Put a -1/-1 counter on target creature.					
Serrated Biskelon	ART	U	●●●	●	WL
● Put -1/-1 counters on Biskelon and on target creature. 2/2.					
Shapeshifter	ART	U	●●●	●	AQ, 4th, 5th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during each of your upkeep. 7/*.					
Shield of the Ages	ART	U	●●●	●	IA
● Prevent 1 damage to you.					
Shield Sphere	AC	U	●●●	●	AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.					
Shifting Wall	AC	U	●●●	●	SH
Shifting Wall counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 0/0.					
Sisay's Ring	ART	C	●●●	●	VS
Add two colorless mana to your mana pool.					
Skull Catapult	ART	U	●●●	●	IA, 5th
● Sacrifice a creature to do 2 damage to any target.					
Skull of Orm	ART	U	●●●	●	DK
● Bring an enchantment card from your graveyard into your hand.					
Sky Diamond	ART	U	●●●	●	MG
Comes into play tapped. ● Add ● to your mana pool.					
Skyshaper	ART	U	●●●	●	EX
Sacrifice. All creatures you control gain flying until end of turn.					
Snake Basket	ART	R	●●●	●	VS
● Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.					

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Art. of Creature	EL Enchant Creature	EW Enchant World	LL Legendary Land	S. Summon Legend
CR Current Rarity	EC Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found					
Description						Description										
Snow Fortress Counts as wall. ●: +1/+0 until end of turn. ●: +0/+1 until end of turn. ●: Do 1 damage to a nonflying attacking creature. 0/4.	AC	R	●●●●	●	IA	Torture Chamber During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. ●: Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.	ART	R	●●●	TM	Wand of Ith ●: ●: Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.	ART	U	●●●	●	DK
Sol Grail When Sol Grail comes into play, you must choose a color. But choose wisely. ●: Add one mana of the chosen color to your mana pool.	ART	R	●●●●	●	AI	Touchstone ●: Top target artifact you do not control.	ART	U	●●	WL	War Barge ●: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	●●●	●	DK
● Sol Ring ●: Add 2 to your mana pool.	ART	U	●●●●	●	L,U,R	Tower of Gorell ●: Make target creature unblockable by walls until end of turn.	ART	U	●●	DK	War Chariot ●: Give target creature trample until end of turn.	ART	U	●●●	●	IA
Soldevi Digger ●: Put the top card of your graveyard on the bottom of your library.	ART	R	●●●	●	AI	Transmogrifying Lizard Counts as a Lizard. ●: Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay ● to end this effect. 2/2.	AC	U	●●	EX	Watchdog Blocks if able. If Watchdog is untapped, all creatures attacking you get -1/-0. 1/2.	AC	U	●●	●	TM
Soldevi Golem Does not untap during your untap phase. ●: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.	AC	R	●●●	●	IA	Triangle of War ●: Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.	ART	R	●●●	VS	Weakstone All attacking creatures get -1/-0.	ART	U	●●	●	AQ
Soldevi Sentry ●: Regenerate. Target opponent may draw a card. 1/1.	AC	C	●●●	●	AI	Triassic Egg ●: Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.	ART	R	●●●	LG, CH	Well of Knowledge Any player may pay ● during his or her draw phase to draw a card. Players may use this ability as many times as they choose.	ART	R	●●●	●	WL
Soldevi Simulacrum CU: ●: ●: +1/+0 until end of turn. 2/4.	AC	U	●●●	●	IA						Wholesale Glider ●: Give one of your creatures with power 3 or less flying until end of turn.	ART	U	●●●	●	IA
Soldevi Steam Beast Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. ●: Regenerate. 4/2.	AC	C	●●●	●	AI						Whirling Catapult ●: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.	ART	R	●●	●	AI
Soul Net ●: Gain 1 life when a creature is placed in the graveyard.	ART	U	●●	●	L,U,R,4th,5th						White Mana Battery ●: Put a counter on White Mana Battery. ●: Add ● to your mana pool. ●: For each counter you removed as well.	ART	R	●●●	●	LG, 4th
Spellbook Skip your discard phase.	ART	U	●●	●	EX						Winter Orb Each player may only untap 1 land during his untap phase.	ART	R	●●●	●	L,U,R,4th,5th
Sphere of Resistance All spells cast an additional 1 to play.	ART	R	●●	●	EX						Wooden Sphere ●: Gain 1 life for any green spell is cast. Use only once per spell.	ART	U	●●	●	L,U,R,4th,5th
Spirit Shield ●: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	●●●	●	FE						Workhorse Comes into play with 4 +1/+1 counters. Remove a counter: Add one colorless mana to your mana pool. Play this ability as a mana source. 0/0.	AC	R	●●●	●	EX
Squeeze Toy ●: Prevent 1 damage to any creature. Get it? Squeeze Toy? Grrrr.	ART	C	●●●	●	TM						Xanthic Statue ●: Until end of turn, Statue is an 8/8 artifact creature with trample.	ART	R	●●●	●	WL
Staff of the Ages Creatures with landwalk ability may be blocked as normal.	ART	R	●●●	●	IA						Yafian Soldier Yafian Soldier does not tap when attacking. 1/4.	AC	C	●●●	●	AQ, 4th
Staff of Zegon ●: Make target creature -2/-0 until end of turn.	ART	C	●●●	●	AQ						Zelyon Sword ●: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	●●●	●	FE
Standing Stones ●: Pay 1 life to add 1 mana of any color to your mana pool.	ART	U	●●●	●	DK						● Zuran Orb ●: Sacrifice a land: Gain 2 life. Evil, evil, evil!	ART	U	●●●	●	IA
Static Orb Players cannot untap more than two permanents during their untap phases.	ART	R	●●●	●	TM											
Steel Golem You cannot play summon or artifact creature spells. 3/4.	AC	U	●●	●	WL											
Stone Calendar Your spells cost ● less to cast; casting costs cannot go below 0.	ART	R	●●	●	DK											
Storm Cauldron During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.	ART	R	●●●	●	AI											
Straw Golem If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (bury) Straw Golem down. 2/3.	AC	U	●●	●	WL											
Su-Chi When Su-Chi goes to the graveyard, add ● to your mana pool. 4/4.	AC	U	●●	●	AQ											
Sunlasses of Urza While mana in your mana pool can be used as white or red mana.	ART	R	●●	●	L,U,R,4th											
Sunstone ●: Sacrifice a snow-covered land to make all creatures deal 0 damage.	ART	U	●●	●	IA											
Sword of the Ages Enters play tapped. ●: Remove Sword and any number of creatures you control from the game: Deal damage to one target equal to combined amount of creatures' power.	ART	R	●●	●	LG											
Sword of the Chosen ●: Target legend gets +2/+2 until end of turn.	ART	R	●●	●	SH											
Tablet of Ephyra ●: Gain 1 life when an artifact is placed in the graveyard.	ART	C	●●	●	AQ											
Tamwin's Coffin ●: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.	ART	R	●●	●	AQ											
Tamwin's Wand ●: Target creature with power no greater than 2 may not be blocked until end of turn.	ART	U	●●	●	AQ,4th											
Tamwin's Weaponry ●: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.	ART	U	●●	●	AQ,4th,5th											
Teeka's Dragon Flying, trample, rampage. 4. Counts as a Dragon. 5/5.	AC	R	●●	●	MG											
Tefari's Puzzle Box During each player's draw, that player counts the cards in his hand, puts those cards on the bottom of his library, and then draws that number of cards.	ART	R	●●	●	VS											
Telethopter Top a creature you control: Telethopter gains flying until end of turn. 3/1.	AC	U	●●	●	TM											
Tellur Tor's Darts ●: Do 1 damage to target player.	U	●●	●	MG												
Tetravus Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.	AC	R	●●	●	AQ,4th											
Thopter Squadron Flying. Comes into play with 3 +1/+1 counters. ●: Remove a counter: Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery.	AC	R	●●	●	EX											
Thran Forge ●: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.	ART	U	●●	●	WL											
Thran Tome ●: Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the remaining cards.	ART	R	●●	●	WL											
Throne of Bone ●: Gain 1 life each time a black spell is cast. Use only once per spell.	ART	U	●●	●	L,U,R,4th,5th											
Thrumbs During your upkeep, if you have five or more cards in your hand, Thrumbs deals 1 damage to target opponent.	ART	R	●●	●	TM											
Time Bomb Put a counter on Bomb during your upkeep. ●: Sacrifice: Do ● damage to each creature and player. ● is the number of counters on Time Bomb.	ART	R	●●	●	IA,5th											
Time Vault ●: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.	ART	R	●●	●	LU											
Tin-Wing Chimera Flying. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.	AC	U	●●	●	VS											
Tormod's Crypt ●: Sacrifice: Remove all cards in target player's graveyard from game.	ART	C	●●	●	DK, CH											

STUMPERS

BY COLLIN JACKSON

Q: How does Mogg Bombers work when multiple creatures come into play at the same time? —Joseph Breen, Lowell, Mass.

A: Although they are only sacrificed once, the Mogg Bombers will still deal 3 damage for each creature that enters play. For example, if the Bombers saw 8 creatures come into play via Snake Basket or Mogg Infestation, you would get to deal 24 damage. Ouch!

Triskelion Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	●●●	●	AQ,4th
Unerring Sling ●: Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.	ART	U	●●	●	MG
Urza's Avenger ●: Avenger gets -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.	AC	R	●●●	●	AQ,4th,5th
Urza's Bouble ●: Sacrifice: Look at a random card from opponent's hand. Contrip.	ART	U	●●	●	IA,5th
Urza's Chalice ●: Gain 1 life for any artifact cast. Can only give 1 life per artifact.	ART	C	●●	●	AQ
Urza's Engine ●: Banding until end of turn. ●: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.	ART	R	●●	●	AI
Urza's Miller ●: Draw a card when one of your artifacts goes to the graveyard.	ART	R	●●	●	AQ
Venificat Bottle ●: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, top Bottle and remove all counters from it to add that much mana to your mana pool.	ART	R	●●	●	MG
Vexing Arcanax ●: Make target player guess a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	●●●	●	IA
Vibrating Sphere During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2. Vibrating Sphere? We don't even want to know.	ART	R	●●	●	IA
Volarth's Laboratory Choose a color and a creature type. ●: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.	ART	R	●●	●	SH
Voodoo Doll Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. ●: Do X damage to one target.	ART	R	●●	●	LG, CH
Walking Wall Counts as wall. ●: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.	AC	U	●●	●	IA
Wall of Shields Counts as wall. Banding. 0/4.	AC	U	●●	●	IA
Wall of Spears First strike, counts as a wall. 2/3.	AC	C	●●	●	AQ,4th,5th
Wand of Denial ●: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to let it into that player's graveyard.	ART	R	●●●	●	VS

BLACK

Abandon Hope Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.	SOR	U	●●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
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STUMPERS

BY COLLIN JACKSON



Q: How does Mogg Bombers work when multiple creatures come into play at the same time? —Joseph Breen, Lowell, Mass.

A: Although they are only sacrificed once, the Mogg Bombers will still deal 3 damage for each creature that enters play. For example, if the Bombers saw 8 creatures come into play via Snake Basket or Mogg Infestation, you would get to deal 24 damage. Ouch!

Triskellon AC R ●●● AQ,4th
Give Triskellon three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.

Unerring Sling ART U ●● MG
●: ●: Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.

Urza's Avenger AC R ●●● AQ,4th,5th
●: Avenger gets -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.

Urza's Boulder ART U ●● IA,5th
●: Sacrifice: Look at a random card from opponent's hand. Contrip.

Urza's Chalice ART C ●●● AQ
●: Gain 1 life for any artifact cast. Con only give 1 life per artifact.

Urza's Engine AC R ●●● AI
Trample. ●: Banding until end of turn. ●: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.

Urza's Mirror ART R ●●● AQ
●: Draw a card when one of your artifacts goes to the graveyard.

Ventifact Bottle ART R ●● MG
●: ●: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, top Bottle and remove all counters from it to add that much mana to your mana pool.

Vexing Arcanix ART R ●●● IA
●: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Sphere ART R ●● IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2 Vibrating Sphere? We don't even want to know.

Volterra's Laboratory ART R ●●● SH
Choose a color and a creature type. ●: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.

Voodoo Doll ART R ●● LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. ●: Do X damage to one target.

Walking Wall AC U ●●● IA
Counts as wall. ●: Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6.

Wall of Shields AC U ●●● 3 IA
Counts as wall. Banding. 0/4.

Wall of Spears AC C ●●● AQ,4th,5th
First strike, counts as a wall. 2/3.

Wand of Denial ART R ●●● VS
●: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

BLACK

Abandon Hope SOR U ●● X ●● TM
Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

Abomination SC U ●●●● LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.

Abyss, The EW R ●●●● LG
Each player must bury a non-artifact creature he controls during his upkeep.

Abyssal Gatekeeper SC C ●●● WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.

Abyssal Hunter R SC ●●● MG
●: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.

Abyssal Specter SC U ●●● IA,5th
Flying. Opponent damaged by Specter must discard a card of his choice. 2/3.

Agonizing Memories SOR U ●●● WL
Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

Aku Djinn SC R ●●●● VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.

All Hallow's Eve EN R ●●●● LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.

Animate Dead EN U ●●● L,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.

Armor Thrall SC C ●●●● FE
●: Sacrifice: Put a +1/+2 counter on target creature. 1/3.

Artifact Possession EA C ●●● AQ
Do 2 damage to artifact's controller whenever its activation cost is paid.

Ashen Ghoul SC U ●●● IA
Unaffected by summoning sickness. ●: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.

Ashe Powder SOR R ●●● MG
Take control of a creature from an opponent's graveyard.

Ashtes to Ashes SOR U ●●●● DK,4th,5th
Remove two non-artifact creatures from the game and take 5 damage.

Bad Moon EN R ●●●● L,U,R,4th,5th
All black creatures in play get +1/+1.

Baldurian Devil SC U ●●●● AI
●: Remove a creature in your graveyard from game to put into play a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.

Banshee SC U ●●●● DK, CH
●: Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.

Barbed-Bark Wurm SC U ●●●● MG
●: Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.

Baron Sengir SL R ●●●● HL
Flying. Gets +2/+2 counters for each creature sent to graveyard on turn where Baron damaged it. ●: Regenerate target Vampire. 5/5.

Barrow Ghoul SC C ●●●● WL
During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.

Basal Thrall SC C ●●●● FE
●: Sacrifice: Add ●● to your mana pool. 1/2.

Believing Fiend SC U ●●●● TM
Flying. Whenever Believing Fiend damages any creature, Believing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.

Binding Agony EC C ●●●● MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.

Black Carriage SC R ●●●● HL
Trample. Doesn't untap as normal during untap phase. ●: Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.

Black Knight SC U ●●●● L,U,R,4th,5th
Protection from white, first strike. 2/2.

MAGIC

The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Blanket of Night	EN	U	●●●	●●●	VS
Each mana-producing land is a swamp in addition to its normal type.					
Blight	EL	U	●●	●●●	LG,4th,5th
If target land is tapped, destroy it at end of turn.					
Blighted Shaman	SC	U	●●	●●●	MG
●● Sacrifice a creature: Give a creature +2/+2 until end of turn. ●● Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.					
Blood Pit	SC	C	●●●	●●●	TM
Sacrifice Blood Pit: Add ●● to your mana pool. 1/1.					
Boa Imp	SC	U	●●	●●●	DK,4th,5th
Flying. 1/1. You won't find clever gups like this one in <i>Dualist</i> or <i>Scrye</i> .					
Boa Rats	SC	U	●●	●●●	DK,4th,5th
Cannot be blocked by walls. 1/1.					
Boa Wraith	SC	U	●●	●●●	L,U,R,4th,5th
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words. Quoz is not one of them.					
Bone Dancer	SC	R	●●	●●●	WL
●● Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.					
Bone Harvest	INS	C	●●●	●●●	MG
Put any number of creatures from your graveyard on top of your library. Cantrip.					
Bottomless Pit	EN	U	●●	●●●	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	●●●	●●●	TM
Put a bounty counter on target nonblock creature. ●● Destroy target creature with any bounty counters on it. 2/2.					
Breathstealer	SC	C	●●	●●●	MG
●● +1/+1 until end of turn. 2/2.					
Breeding Pit	EN	U	●●	●●●	FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay during upkeep or bury Breeding Pit.					
Brine Shaman	SC	C	●●	●●●	IA
●● Sacrifice a creature to give a creature +2/+2 until end of turn. ●● Sacrifice a creature to counter a summon spell. 1/1.					
Broken Visage	INS	R	●●	●●●	HL,5th
Bury target non-artifact attacking creature and put into play a block creature with power and toughness equal to target creature. Bury token at end of turn.					
Brood of Cockroaches	SC	U	●●	●●●	VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.					
Brush with Death	SOR	C	●●●	●●●	SH
Backlash ●●● Target opponent loses 2 life. You gain 2 life.					
Burnt Offering	MS	C	●●	●●●	IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.					
Buried Alive	SOR	U	●●	●●●	WL
Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.					
Cadaverous Knight	SC	C	●●●	●●●	MG
Flanking. ●●● Regenerate. 2/2.					
Cannibalize	SOR	C	●●	●●●	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carnophage	SC	C	●●●	●●●	EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
Carriion	INS	R	●●	●●●	MG
Sacrifice a creature. Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.					
Carriion Ants	SC	U	●●	●●●	LG,4th,5th
●● +1/+1 until end of turn. 0/1.					
Carriionette	SC	R	●●	●●●	TM
●● Remove Carriionette and target creature from the game. That creature's controller may pay ●● to counter this ability. Use this ability only if Carriionette is in your graveyard. 1/1.					
Casting of Bones	EC	C	●●●	●●●	AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.					
Cat Burglar	SC	C	●●	●●●	EX
●● Target player chooses and discards a card. Play this ability as a sorcery. 2/2.					
Catacomb Dragon	SC	R	●●	●●●	MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.					
Cemetery Gate	SC	C	●●	●●●	HL
Protection from black. 0/5.					
Chains of Mephistopheles	EN	R	●●	●●●	LG
Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.					
Choking Sands	SOR	C	●●●	●●●	MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.					
Cirdling Vultures	SC	U	●●	●●●	WL
Flying. During upkeep, remove top creature in your graveyard from the game or bury Vultures. You may discard Vultures from your hand as an instant. 3/2.					
Cloak of Confusion	EC	C	●●	●●●	IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Clof Silver	SC	C	●●	●●●	TM
Each Silver gains ●●: Regenerate this creature. 1/1.					
Coercion	SOR	C	●●●	●●●	VS, TM
Look at target opponent's hand and make him discard a card of your choice.					
Coffin Cune	SC	R	●●●	●●●	TM
You may leave Queen toppled. ●● Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Cune becomes untapped or if you lose control of Coffin Cune. 1/1.					

ART Artifact
AC Artifact Creature
CR Current Rarity

EA Enchant Artifact
EC Enchant Creature
EL Enchant Land

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Coils of the Medusa	EC	C	●●●	●●●	WL
Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa: Destroy all non-wall creatures blocking enchanted creature.					
Commander Greven il-Vec	SL	R	●●●	●●●	TM
When Commander Greven il-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and block creatures. 7/5					
Contagion	INS	U	●●	●●●	AI
You may pay 1 life and remove a block card in hand from the game to pay Contagion's cost. Put two 2/1 counters on any number of creatures.					
Contract from Below	SOR	R	●●●	●●●	L,U,R
Discard your hand; draw an additional ante card plus seven cards.					
Corpsa Deceit	SC	U	●●	●●●	TM
Backlash ●● Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupting Lich	SC	U	●●	●●●	SH
●●● Corrupting Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and block creatures" instead of a creature. Move Corrupting Lich onto target creature. You may pay ●● to end this effect. 2/2.					
Cosmic Horror	SC	R	●●	●●●	LG,4th
First strike. Pay ●●● during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.					
Crovax the Cursed	SL	R	●●●	●●●	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. ●● Crovax gains flying until end of turn. 0/0.					
Crypt Cobra	SC	U	●●	●●●	MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3					
Crypt Rats	SC	U	●●	●●●	VS
●● Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1. Spirit Link Spirit Link Spirit Link Spirit Link					
Culling the Weak	MS	C	●●	●●●	EX
Sacrifice a creature: Add ●● to your mana pool.					
Cuombajj Witches	SC	C	●●	●●●	AM, CH
●● Each player does 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	U	●●	●●●	DK
Controller of target artifact must bury it during upkeep or lose 2 life.					
Cursed Flesh	EC	C	●●	●●●	EX
Creature gets -1/-1 and can only be blocked by artifact and block creatures.					
Cursed Land	EL	U	●●	●●●	L,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.					
Cyclopean Mummy	SC	C	●●	●●●	LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.					
Dauthi Slayer	SC	C	●●	●●●	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	●●	●●●	SH
●● Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	●●	●●●	EX
Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play. */1.					
Death Pits of Kath	EN	R	●●●	●●●	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	●●●	●●●	SH
Destroy target tapped creature.					
Death Watch	EC	C	●●●	●●●	VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.					
Deathgrip	EL	U	●●	●●●	L,U,R,4th,5th
●● Counter a green spell.					
Deathlace	INT	R	●●	●●●	L,U,R,4th
Change the color of one card being played or in play to black.					
Death's Duet	SOR	C	●●	●●●	EX
Return two target creature cards from your graveyard to your hand.					
Demonic Attorney	SOR	R	●●	●●●	L,U,R
Unless opponent concedes game, both players draw an extra ante card.					
Demonic Consultation	INS	U	●●	●●●	IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Demonic Hordes	SC	R	●●●	●●●	L,U,R
●● Destroy target land. Pay ●●● during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed. 5/5.					
Demonic Torment	EC	U	●●	●●●	LG
Target creature deals no damage during combat and may not attack.					
Demonic Tutor	SOR	U	●●●	●●●	L,U,R
Choose one card from your library and add it to your hand.					
Dereeler	SC	R	●●	●●●	FE,5th
Your block spells cost an additional ●●/4.					
Desolation	EN	U	●●	●●●	VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.					
Diabolic Edict	INS	C	●●●	●●●	TM
Target player sacrifices a creature.					

COMBOS UNGLUED



Timmy, Power Gamer and Infernal Spawn: You remember playing against Timmy, don't you? The annoying kid in the costume who spoke in Klingon and always managed to get exactly the cards he needed to kick your ass. Well, bad news, he now is a card and once he has four mana the world is his oyster, or Infernal Spawn, or Leviathan, or...

Dance of the Dead	EC	U	●●	●●●	IA
Bring a creature from any graveyard into play on your side topped and with +1/+1. Creature does not untap as normal. You must pay ●●.					
Dark Banishing	INS	C	●●●	●●●	IA, MG, TM
Bury target non-block creature.					
Dark Privilege	EC	C	●●	●●●	VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.					
Dark Ritual	MS	C	●●●	●●●	L,U,R,4th,IA, MG, 5th, TM
Add ●●● to your mana pool.					
Darkness	INS	C	●●	●●●	LG
Creatures attack and block as normal but deal no damage.					
Darkling Stalker	SC	C	●●	●●●	TM
●● Regenerate Stalker. ●● Stalker gets +1/+1 until end of turn. 1/1.					
Darkpact	SOR	R	●●●	●●●	L,U,R
Switch the top card of your library with one of the cards up for ante.					
Dauthi Carthraat	SC	U	●●	●●●	EX
Shadow. ●●● Destroy target creature with shadow. 1/1.					
Dauthi Embroce	EN	U	●●	●●●	TM
●● Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	●●	●●●	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	●●	●●●	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	●●	●●●	EX
Shadow. ●● Sacrifice Jackal: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	●●	●●●	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	●●	●●●	TM
Shadow. ●● Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	●●	●●●	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					
Dirtwater Wraith	SC	C	●●	●●●	MG
Swampwalk. ●● +1/+0 until end of turn. 1/3					
Disseased Vermin	SC	U	●●	●●●	AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put an counter on it. 1/1.					
Disturbed Burial	SOR	C	●●●	●●●	TM
Backlash ●● Return target creature from your graveyard to your hand.					
Doomsday	SOR	R	●●●	●●●	WL
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Drain Life	SOR	C	●●●	●●●	L,U,R,4th, MG, 5th
Do 1 damage to target for each ●● spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	●●	●●●	TM
All white creatures get -1/-1.					
Dread Specter	SC	U	●●	●●●	MG
Whenever Dread Specter blocks or is blocked by a non-block creature, destroy that creature at end of combat. 2/2.					
Dread Night	SC	R	●●	●●●	IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Night and tap it. If the creature has a paralyzation counter, it does not untap during upkeep phase. The creature's controller may pay ●● to remove a counter at any time. 3/4.					
Dregs of Sorrow	SOR	R	●●●	●●●	TM
Destroy X target nonblock creatures. Draw X cards.					
Drift of the Dead	SC	U	●●	●●●	IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*					
Drudge Skeletons	SC	C	●●	●●●	L, R, 4th, 5th
●● Regenerates. 1/1.					
Drudge Spell	EN	U	●●	●●●	HL
●● Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a block 1/1 creature with ●●: Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.					
Dry Spell	SOR	C	●●	●●●	HL
Dry Spell deals 1 damage to each creature and player.					

EN Enchantment
EW Enchant World
INS Instant

INT Interrupt
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Hoor Shade	SC	C	●●●	●●●	IA
● 1/1+1 until end of turn 1/2					
Horror of Horrors	EN	U	●●●	●●●●	LG
Sacrifice a swamp to regenerate a black creature					
Howl from Beyond	INS	C	●●●	●●●●	LJ, 4th, IA, 5th
Target creature gains +X/-0 until end of turn					
Hydrolous Lure	SC	●●●	●●●	●●●	IA
● Gains flying and -1/0 until end of turn 4/3					
Hymn to Touroch	SOR	C	●●●	●●●	FE
Target player randomly discards two cards from his hand					
● Hypnotic Specter	SOR	U	●●●●	●●●	LJ, 4th
flying. Player damaged by Specter must discard a card at random. 2/2					
Ikequal	SOR	U	●●●	●●●	IA
Destroy a land. If it is a snow-covered land, its controller takes 1 damage					
Ishan's Shade	SC	L	●●●	●●●	HI
Protection from white 5/5					
Imprison	EC	R	●●●	●●●	LG
● Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid					
Imp's Taunt	INS	U	●●●	●●	TM
Buyback ● Target creature attacks this turn if able					
Internal Contract	SOR	R	●●●	●●●	MG
Pay half your life, rounded up: Draw four cards					
Infernal Darkness	EN	R	●●●	●●●	IA
CU: ● and 1 life. All mono-producing lands produce ● instead of their normal mana					
Infernal Denizen	SC	R	●●●	●●●	IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his choice. ● Gain control of target creature, 5/7.					
Infernal Harvest	SOR	C	●●●	●●●	VS
Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures					
Infernal Medusa	SC	U	●●●	●●●	LG
Destroy all non-wall creatures blocking or blocked by Medusa, 2/4.					
Infernal Tribute	EN	R	●●●	●●●	WL
● Sacrifice a card in play: Draw a card.					
Initiates of the Ebon Hand	SC	●●●	●●●	●●●	FE, 5th
● Add ● to your mana pool. Bury initiates if more than ● is spent this way in one turn, 1/1.					
Inquisition	SOR	C	●●●	●●●	DK
Examine target player's hand. Do one damage for each white card.					
Insidious Bookworms	SC	C	●●●	●●●	AI
●● Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once, 1/1.					
Iriti Sengir	SI	U	●●●	●●●	HL
All white and green enchantments cast an extra ● to cost, 2/2.					
Javial Eel	SOR	U	●●●	●●●	LG
Do 2 damage to opponent for each white creature he controls.					
Junian Effreet	SC	●●●	●●●	●●●	AN, 4th
flying. Pay ●● during upkeep or Junian Effreet is destroyed, 3/3.					
Juzjum Djinn	SC	R	●●●	●●●	AN
Juzjum Djinn deals 1 damage to you during your upkeep, 5/5. Big meenie.					
Koerkev's Hex	SOR	U	●●●	●●●	MG
Koerkev's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.					
Koerkev's Spite	INS	R	●●●	●●●	VS
Sacrifice all permanents, Discard your hand: Target player loses 5 life.					
Keeper of the Dead	SC	U	●●●	●●●	EX
●● Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours, 1/2.					
Keeper of Tresserhorn	SC	R	●●●	●●●	AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life, 6/6.					
Kezzerdaz	SC	R	●●●	●●●	TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdaz deals 4 damage to you, 4/4.					
Khabal Ghoul	SC	R	●●●	●●●	AN
Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn, 1/1.					
Kjeldoran Dood	SC	C	●●●	●●●	IA, 5th
You must sacrifice a creature when Kjeldoran Dood comes into play. ● Regenerate, 3/1.					
Knight of Dusk	SC	U	●●●	●●●	TM
●● Destroy target creature blocking Knight of Dusk, 2/2.					
Knights of Stromgald	SC	●●●	●●●	●●●	IA, 5th
Protection from white. ●● 1/1+0. ● First strike, 2/1.					
Koskun Falls	EW	R	●●●	●●●	HL
During your upkeep, top target creature you control or bury Koskun Falls. No creature can target you unless its controller pays an additional ● whenever the creature attacks					
Krovikan Elemental	SC	U	●●●	●●●	IA
●● Give a creature +1/+0 until end of turn ●●● Give a creature you control flying until end of turn. Bury that creature at end of turn, 1/1.					
Krovikan Felish	EC	C	●●●	●●●	IA, 5th
Target creature gets +1/+1. Cantrip.					
Krovikan Horror	SC	R	●●●	●●●	AI
At the end of any turn, if Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. ●● Sacrifice a creature to have Horror deal one damage to target creature or player, 2/2.					
Krovikan Plague	EC	U	●●●	●●●	AI
Play on a non-wall creature you control. ●● Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a 0-1 counter on enchanted creature. Cantrip.					
Krovikan Vampire	SC	U	●●	●●●	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire dies. Always play your card, 3/3.					
Lab Rats	SC	C	●●●	●●●	SH
Buyback ● Put a Rat token into play. Treat as a 1/1 black creature.					
Leeching Lizard	SC	U	●●●	●●●	TM
●● Loss less this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Lizard deals 1 damage to that player" instead of a creature. You may pay ● to end this effect, 1/1.					
Legions of Lim-Dul	SC	●●	●●●	●●●	IA
Snow-covered swampwalk, 2/3.					
Leshraq's Rite	EC	U	●●	●●●	IA, 5th
Give target creature swampwalk.					
Leshraq's Sigil	EN	U	●●●	●●●	IA
●●● Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ●●● Return Leshraq's Sigil to owner's hand.					

STUMPERS



A: Yes. You declare all your attackers simultaneously, and then the Flunkies check to make sure that there is at least one other attacking creature. If so, then the attack is considered legal. The same applies to blocking. Apparently the Flunkies are too stupid to realize that their partner is just as incompetent as they are.

Grollub	SC	C	••	••	••	EX
For each 1 damage dealt to Grollub, each opponent gains 1 life. 3/3.						
Guardian Beast	SC	R	••••	••	••	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. Makes a good card hangar too.						
Harbinger of Night	SC	C	••	••	••	MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.						
Hasron Abyss	SC	C	••	••	••	AN, CH
Pay •• when Hasron Abyss attacks or lose 2 life. 3/2.						
Hatred	INS	R	••••	••	••	EX
Pay X life: Target creature gets +X/+0 until end of turn.						
Haunting Misery	SOR	C	••	••	••	WL
Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.						
Haunting Wind	EN	U	••	••	••	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
Headless Horseman	SC	C	•	••	••	L6
Speaking of Sleepy Hollow, this card is so boring it makes us sleepy. 2/2.						
Headstone	INS	C	••	••	••	HL
Remove target card in any graveyard from the game. Continp.						
Hecatomb	EN	R	••••	••	••	UA, 5th
Sacrifice four creatures when Hecatomb comes into play. ••: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	•	••	••	L6
Make all creatures -1/0 until end of turn.						
Hellfire	SC	C	••	••	••	L6
Destroy all non-black creatures. Hellfire does X-3 damage to you, where X is the number of creatures placed in the graveyard.						
Hell's Caretaker	SC	R	••	••	••	L6, CH
••: Sacrifice a creature to put a creature in your graveyard into play. 1/1.						
Hidden Horror	SC	U	••	••	••	WL
When Horror comes into play, discard a creature card or bury Horror. 4/4.						

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Lesser Werewolf	SC	U	•••	••	LG
1/0 until end of turn. Put a 0/1 counter on creatures blocking or blocked by Werewolf. Power may not be reduced below 0 using this ability. 2/4.					
Lich	EN	R	••	••••	L,U
Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.					
Lim-Dul's Cohort	SC	C	••••	••••	IA
Creates blocking or blocked by Cohort cannot regenerate. 2/3.					
Lim-Dul's Hex	EN	U	••••	••	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay • or • to prevent the damage to himself.					
Lim-Dul's High Guard	SC	C	•••	•••	AI
First strike. ••: Regenerate. 2/1.					
Living Death	SOR	R	•••	•••	TAM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.					
Lord of the Pit	SC	R	••••	••••	L,U,R,4th,5th
Flying. Trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.					
Lost Soul	SC	C	••	•••	LG,4th,5th
Swampwalk. 2/1.					
Maddening Imp	SC	R	••	••	TAM
Flying. •: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.					
Marsh Gas	INS	C	•	••	DK,4th
Make all creatures -2/0 until end of turn.					
Marsh Lurker	SC	C	•••	••	TAM
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.					
Megrim	EN	U	••	••	SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.					
Mind Maggots	SC	U	•••	••	EX
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots. 2/2.					
Mind Peel	SC	U	•••	••	SH
Buyback. ••••: Target player chooses and discards a card.					
Mind Ravel	SOR	C	••	••	IA,5th
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.					
Mind Twist	SOR	R	••••	••	L,U,R,4th
Opponent must randomly discard X cards from his hand.					
Mind Warp	SOR	U	•••	••	IA,5th
Look at a player's hand and make him discard X cards of your choice.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description					
Mire Shade	SC	U	••	••	MG	Order of the Ebon Hand	SC	C	••••	••	FE
•: Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.						Protection from white. ••: +1/+0. ••: First strike. 2/1.					
Mischievous Poltergeist	SC	U	•••	••	WL	Oubliette	EN	C	•••	••	AN
Flying. Pay 1 life. Regenerate. 1/1.						Place target creature out of play. If Oubliette leaves play, creature returns tapped.					
Misinformation	INS	U	•••	••	AI	Painful Memories	SOR	U	•••	••	MG
Put 3 cards from an opponent's graveyard on top of his library in any order.						Look at target opponent's hand and put one card on top of his or her library.					
Mold Demon	SC	R	•••	••	LG	Paralyze	EC	C	•••	••	L,U,R,4th,5th
Sacrifice two swamps when Mold Demon comes into play or bury him. 6/6						Target creature. Target creature doesn't untap as normal. Creature's controller may spend • to untap during upkeep.					
Male Worms	SC	U	•••	••	IA,5th	Perish	SOR	U	••••	••	TM
•: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.						Destroy all green creatures. Those creatures cannot be regenerated this turn.					
Moor Fiend	SC	C	•••	••	IA	Pestilence	EN	C	•••	••	L,U,R,4th,5th
Swampwalk. 3/3.						•: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.					
Marque Thrull	SC	C	••	••	SH	Pestilence Rats	SC	C	•••	••	IA
Sacrifice Marque Thrull: Put the top three cards of your library into your graveyard. 2/2.						• equals the number of other Rats in play. */3.					
Martinet	SL	R	•••	••	WL	Phantasmal Fiend	SC	C	•••	••	AI
Flying. CU: 1 life. 5/4.						•: +1/-1 until end of turn. •: Switch Fiend's power and toughness until end of turn. 1/5.					
Mortuary	EN	R	•••	••	SH	Phyrexian Boon	EC	C	•••	••	AI
Whenever any creature is put into your graveyard from play, put that creature on top of your library.						As long as enchanted creature is black, it gets +2/+1; otherwise it gets +1/2.					
Murk Dwellers	SC	C	••	••	DK,4th,5th	Phyrexian Gremlins	SC	C	•••	••	AQ
If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.						Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.					
Nameless Race	SC	R	•••	••	DK	Phyrexian Tribute	SOR	R	•••	••	MG
Triumph. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.						Sacrifice two creatures: Destroy target artifact.					
Nausea	SOR	C	••	••	EX	Pillar Tombs of Akou	EW	•••	••	VS	
All creatures get -1/-1 until end of turn.						During each player's upkeep, that player sacrifices a creature, or that player loses 3 life and you bury Pillar Tombs of Akou.					
Necrologia	INS	U	•••	••	EX	Pit Imp	SC	C	•••	••	TM
Play Necrologia only during your discard phase. Pay X life: Draw X cards.						Flying. •: Pit Imp gets +1/+0 until end of turn. You cannot spend more than • in this way each turn. 0/1.					
Necrotag	SC	U	•••	••	WL	Pit Scorpion	SC	C	•••	••	LG,4th,5th
Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.						If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.					
Necrite	SC	C	••	••	FE,5th	Pit Spawn	SC	R	•••	••	EX
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.						First strike. During your upkeep, pay • or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 6/4.					
Necromancy	EN	U	••	••	VS	Plague Rats	SC	C	•••	••	L,U,R,4th,5th
You may play as an instant; if you do, bury it at end of turn. Choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.						Power and toughness equal number of Plague Rats in play. */*.					
Necropotence	EN	R	•••	••	IA,5th	Plaguebearer	SC	R	•••	••	EX
Skip your draw phase. •: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.						••••: Destroy target nonblack creature with casting cost equal to X. 1/1.					
Necrosavant	SC	R	•••	••	VS	Pox	SOR	C	•••	••	IA,5th
••••: Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.						Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.					
Nekratul	SC	U	•••	••	VS	Priest of Yawgmoth	SC	C	••	••	AQ
First strike. When Nekratul comes into play, bury target nonartifact, nonblack creature. 2/1.						Sacrifice an artifact and add • equal to its cost to your mana pool. 1/2.					
Nether Shadow	SC	R	••	••	L,U,R,4th,5th	Purraj of Urborg	SL	R	•••	••	MG
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.						First strike when attacking. •: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.					
Nether Void	EW	R	••••	••	LG	Python	SC	C	••	••	VS
All spells are countered unless their controller spends an additional •.						3/2.					
						Quagmire	EN	U	••	••	LG
						Creatures with swampwalk may be blocked as normal.					
						Rabid Rats	SC	C	•••	••	SH
						•: Target blocking creature gets -1/-1 until end of turn. 1/1.					

COMBOS UNGLUED



Handcuffs and Soldier of Fortune: How to be annoying... Oh, let's count the ways. While Handcuffs can make using a Chaos Orb difficult, it makes shuffling a deck downright impossible. Never mind the mandatory three-card sacrifice—the look on your opponent's face is enough to make this combo a real winner.

Mind Whip	EC	R	••	•••	IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay •.					
Mindwhip Silver	SC	U	••	••	TAM
Each Silver gains •. Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2.					
Mindstab Thrull	SC	C	••	••	FE,5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.					
Minion of Lashra	SC	R	•••	••	IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and you taps. •: Destroy a creature or land. 5/5.					
Minion of Tevesh Szat	SC	R	•••	••	IA
Pay •• during upkeep or take 2 damage. •: Give target creature +3/+2 until end of turn. 4/4.					
Minion of the Wastes	SC	R	••	••	TAM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. */*.					

Nettling Imp	SC	U	••	••	L,U,R
•: Target non-wall creature must attack or DIE!!! at end of turn. 1/1.					
Nightmare	SC	R	•••	••	L,U,R,4th,5th
Flying. Power and toughness equal number of swamps controller has. */*.					
Natural Raid	INS	U	••	••	MG
All black creatures get +2/+0 until end of turn.					
Norrit	SC	C	••	••	IA
Untap a blue creature. •: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.					
Oath of Ghouls	EN	R	••	••	EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his graveyard to his hand.					
Oath of Lim-Dul	EN	R	••	••	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. •: Draw a card.					
Odific Wrath	SC	U	••	••	WL
Swampwalk. If Wrath damages any player, that player discards a card. 2/2.					

Key	ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
	AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
	CR	Current Rarity	EV	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description						Description					
Sengir Autocrat SC R ●●● 3 HL,5th When Autocrat comes into play, put 3 smart tokens into play. Smart these as 0/1 black creatures. If Autocrat smarts play, snuff your smarts. 2/2.						Stupor SOR U ●●●● MG Opponent discards a card at random, then chooses and discards a card.						Underworld Dreams EN U ●●●● LG Do 1 damage to opponent for each card he draws.					
Sengir Bats SC C ●●● HL Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.						Sun'Ala Assassin SC U ●●● VS Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.						Unholy Strength EC C ●●● L,U,R,4th,5th Target creature gains +2/+1.					
Sengir Vampire SC U ●●●● L,U,R,4th Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.						Swamp Mosquito SC C ●●● AI Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.						Urborg Justice INS R ●●●● WL Target opponent buries a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn.					
Serpent Warrior SC C ●●● SH When Serpent Warrior comes into play, lose 3 life. 3/3.						Syphon Soul SOR C ●●● LG Do 2 damage to all players except caster. Gain life equal to total damage dealt.						Urborg Mindsucker SC C ●●● VS ● Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.					
Servant of Valrath SC C ●●● TM If Servant of Valrath leaves play, sacrifice a creature. 3/3.						Tainted Specter SC R ●●● MG Flying. ●●●●●: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.						Urborg Panther SC C ●●● MG ● Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Urborg Panther: Search your library for Spirit of the Night and put it into play as though it were just played. 2/2.					
Sewers of Estark INS R ●●● PR If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.						Taklemaggot EC U ●●● LG, CH Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Taklemaggot becomes an enchantment and does 1 damage during upkeep to its last controller.						Urborg Stalker SC R ●●● WL During each player's upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/4.					
Sewer Rats SC C ●●● MG ● Pay 1 life: +1/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 1/1.						Tar Pit Warrior SC C ●●● VS If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.						Vampire Bats SC C ●●● LG,4th,5th Flying. ●●: Give Bats +1/+0 until end of turn. Only ●●● may be spent this way per turn. 0/1.					
Shadow Guildmage SC C ●●● MG ●●●: Put target creature you control on top of owner's library. ●●: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.						Tendrils of Despair INS C ●●● WL Sacrifice a creature: Target opponent chooses and discards two cards.						Vampire Hounds SC C ●●● EX Choose and discard a creature card: Vampire Hounds gets +2/+2 until end of turn. 2/2.					
Shadow Rider SC C ●●● WL Flying. 3/3.						Terror INS C ●●● L,U,R,4th,5th Bury target creature. Cannot target black or artifact creatures.						Vampiric Tutor INS R ●●● VS Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.					
Shallow Grave INS R ●●● MG Put target creature from your graveyard into play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.						Thrull Champion EC U ●●● FE All Thrulls get +1/+1. ●●: Take control of target Thrull. When Thrull champion leaves your control or play, you lose control of it. 2/2.						Vampirism EC U ●●● VS Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.					
Shattered Crypt SOR C ●●● WL Return X creatures from your graveyard to your hand and lose X life.						Thrull Retainer EC U ●●● FE,5th Give target +1/+1. Sacrifice Retainer to regenerate the creature.						Veldrane of Sengir SL R ●●● HL ●●●: Veldrane gets Forestwalk and 3/0. 5/5.					
Shauku, Embodiment SL R ●●● MG Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. ●●: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.						Thrull Surgeon SC C ●●● EX ●●●: Sacrifice Surgeon: Look at target player's hand and choose one of those cards that player discards that card. Play this ability as a sorcery. 1/1.						Valrath's Dungeon EN R ●●● EX Any player may pay 5 life during his or her turn to destroy Valrath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.					
Shimian Night Stalker SC U ●●● LG, CH ●●●: Redirect damage done to you by an attacking creature to Stalker. 4/4.						Thrull Wizard SC U ●●● FE ●●●: Counter black spell unless caster pays an additional ●● or 1/1.						Wake of Vultures SC C ●●● VS Flying. ●●●: Sacrifice a creature: Regenerate Wake of Vultures. 3/1.					
Simulacrum INS U ●●● L,U,R,4th Redirect all damage done to you this turn to one of your creatures.												Walking Dead SC C ●●● LG ●●●: Regenerate Walking Dead. 1/1.					
Sinkhole SOR C ●●● L,U Destroy a land.												Wall of Bone SC U ●●● L,U,R,4th,5th ●●●: Regenerate Wall of Bone. 1/4.					
Skeleton Scavengers SC R ●●● 2 SH Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay ●● for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.												Wall of Corpses SC C ●●● MG ●●●: Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.					
Skulking Ghost SC C ●●● MG Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.												Wall of Putrid Flesh SC U ●●● LG Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.					
Skystrode Vampire SC U ●●● TM Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.												Wall of Shadows SC C ●●● LG, CH Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.					
Slaughter INS U ●●● EX Payback—Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.												Wall of Souls SC U ●●● SH Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.					
Soldevi Adnate SC C ●●● AI ●●●: Sacrifice a black or artifact creature to add an amount of ●● equal to that creature's casting cost to your mana pool. 1/2.												Wall of Tombstones SC U ●●● LG ●●=the number of creatures in your graveyard. 0/1+.					
Songs of the Damned MS C ●●● IA Add ●● to your mana pool for every creature in your graveyard.												Warp Artifact EC A ●●● L,U,R,4th,5th Do 1 damage to target artifact's controller during upkeep.					
Sorceress Queen SC R ●●● AN,R,4th,5th ●●●: Target creature becomes 0/2 until end of turn. 1/1.												Wave of Terror EN R ●●● WL CU: ●●: At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid cumulative upkeep.					
Soul Burn SC C ●●● IA Do one damage to any target for each ●● or ●● spent above the casting cost. Gain one life for each ●● spent in this way.												Weakness EC C ●●● L,U,R,4th,5th Target creature loses -2/-1.					
Soul Exchange SOR U ●●● FE Remove a creature from the game to put a creature from your graveyard into play. Add a +2/+2 counter if you sacrificed a Thrull.												Wicked Reward INS C ●●● VS Sacrifice a creature: Target creature gets +4/+2 until end of turn.					
Soul Kiss EC C ●●● IA ●●●: Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●● in this way each turn.												Will-O'-The-Wisp SC R ●●● L,U,R,4th Flying. ●●●: Regenerate Will-O'-The-Wisp. 0/1.					
Soul Rend INS U ●●● MG Bury target white creature. Cantrip.												Withering Boon INT U ●●● MG Pay 3 life: Counter target summon spell.					
Soulshriek INS C ●●● MG Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.												Withering Wisps EN U ●●● IA ●●●: Do 1 damage to all creatures and players. You cannot spend more than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.					
Souldrinker SC U ●●● TM Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.												Word of Binding SOR C ●●● DK,4th Top X creatures.					
Spike Cannibal SC U ●●● EX Cannibals come into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.												Word of Command INS R ●●● L,U Play any card from opponent's hand using his available lands.					
Spinal Grasp EC C ●●● TM Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.												Worms of the Earth INS C ●●● DK No land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.					
Spinning Darkness INS C ●●● WL You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.												Wretched, The SC R ●●● LG,CH,5th After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if The Wretched leaves play or your control. 2/5.					
Spirit of the Night SL R ●●● MG Flying. Trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.												Xenic Poltergeist EC C ●●● L,U,R,4th,5th ●●●: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.					
Spirit Shackles EC U ●●● LG,4th Put a 0/2 counter on target creature every time it taps.												Yagmottor Demon SC R ●●● AQ, CH Flying. First strike. During your upkeep, sacrifice one of your artifacts or Yagmottor Demon taps and does 2 damage to you. 6/5.					
Spits of Evil INT R ●●● IA Add ●● to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.												Zombie Master SC R ●●● L,U,R,4th,5th All zombies in play gain swampwalk and may regenerate for ●●/3.					
Spits of War SOR R ●●● IA Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.												Zombie Mob SC U ●●● MG Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.					
Stench of Decay INS C ●●● AI All non-artifact creatures get -1/-1 until end of turn.												Zombie Scavengers SC C ●●● WL Remove top card in your graveyard from the game: Regenerate. 3/1.					
Stench of Evil SOR U ●●● IA Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay ●● for each point he wishes to prevent.																	
Stone-Throwing Devils SC C ●●● AN First strike. 1/1.																	
Strands of Night EN U ●●● WL ●●●: Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.																	
Stronlgod Cabal SC R ●●● IA,5th ●●●: Pay 1 life to counter a white spell. 2/2.																	
Stronlgod Spy SC U ●●● AI If spy attacks and is not blocked, you may have it deal no damage to make defending player with his hand face up on the table. 2/4.																	
Stronlgod Assassin SC R ●●● SH ●●●: Sacrifice a creature: Destroy target nonblack creature. 2/1.																	
Stronlgod Taskmaster SC C ●●● SH All other black creatures get -1/-1. 4/3.																	

STUMPERS



Q: I am confused about Crystalline Sliver. Doesn't it prevent Silvers from sharing abilities with each other? —Theo Hosemann, Zurich, Switzerland

A: No. While Crystalline Sliver shuts down targeted spells and abilities, it doesn't prevent continuous or nontargeted effects. A spell or ability is targeted only if it uses the word "target" or is a local enchantment. Wrath of God and Clot Sliver, for example, are nontargeted, while Incinerate and Prodigious Sorcerer's ability are targeted.

Timmerian Fiends SC R ●●●●● HL ●●●●: Sacrifice Fiends: Bury target opponent's artifact and put it in your graveyard. Put Fiends into your graveyard. This change is permanent. Opponent may add an additional card to counter this effect. 1/1.						Tombstone Stairwell EW R ●●● MG Cumulative upkeep. ●●: During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.					
Torture EC C ●●● SH Enchanted creature gets -3/-0.						Tortured Existence EN C ●●● SH ●●●: Choose and discard a creature card: Return target creature card from your graveyard to your hand.					
Touch of Darkness INS U ●●● LG Change the color of one or more creatures to black until end of turn.						Touch of Death SOR C ●●● IA,5th Do 1 damage to any player and gain 1 life. Cantrip.					
Touch of Death SOR C ●●● IA,5th Do 1 damage to any player and gain 1 life. Cantrip.						Tourach's Chant EN U ●●● FE Whenever a player puts a forest into play Tourach's Chant deals 3 damage to him if he does not place a +1/-1 counter on a creature he controls.					
Touch of Death SOR C ●●● IA,5th Do 1 damage to any player and gain 1 life. Cantrip.						Tourach's Gate EL R ●●● FE Sacrifice a Thrull to put three time counters on target land. Remove a counter during upkeep, burying Gate when there are no time counters.					
Touch of Death SOR C ●●● IA,5th Do 1 damage to any player and gain 1 life. Cantrip.						Transmutation INS C ●●● LG, CH Target creature's power and toughness are switched until end of turn.					
Touch of Death SOR C ●●● IA,5th Do 1 damage to any player and gain 1 life. Cantrip.						Uncle Istvan SC U ●●●●● DK,4th All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.					

BLUE

Abduction EC U ●●● 2 WL Untap enchanted creature. Gain control of enchanted creature. If creature is put into any graveyard, put that creature into play under its owner's control.						Acid Rain SOR R ●●● LG Destroy all forests in play.					
Abjure INS C ●●● WL Sacrifice a blue permanent: Counter target spell.						Aether Storm EN U ●●● HL,5th No summon spells may be cast. Anyone may pay 4 life to bury Storm.					
Acid Rain SOR R ●●● LG Destroy all forests in play.						Aether Tide SOR C ●●● EX Choose and discard X creature cards: Return X target creatures to their owner's hand.					
Aether Storm EN U ●●● HL,5th No summon spells may be cast. Anyone may pay 4 life to bury Storm.						Air Elemental SC U ●●● L,U,R,4th,5th Flying. 4/4.					

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Amnesia	SOR	U	****	●●●●	DK
Look at target player's hand. Target discards all non-land cards.					
Ancestral Knowledge	EN	R	****	●●●●	WL
CU: ●. Look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.					
Ancestral Memories	SOR	R	***	●●●●	MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.					
Ancestral Recall	INS	R	****	●●●●	L,U
Target player draws three cards.					
Animate Artifact	EA	U	***	●●●●	LU,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.					
Anti-Magic Aura	EC	C	***	●●●●	LG,5th
Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.					
Apathy	EC	C	***	●●●●	WL
Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.					
Apprentice Wizard	SC	C	**	●●●●	DK,4th
●. Add ● to your mana pool. 0/1.					
Arcane Denial	INT	C	**	●●●●	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Contrip.					
Argivian Restoration	SOR	U	**	●●●●	WL
Put target artifact card from your graveyard into play.					
Arnjor's Ascent	EN	C	**	●●●●	IA
CU: ●. ●. Target creature gains flying until end of turn.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Betrayer	EC	C	**	●●●●	VS
Play only on a creature on opponent's controls. If enchanted creature becomes tapped, draw a card.					
Binding Grasp	EC	U	***	●●●●	IA,5th
Pay ● during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.					
Blue Elemental Blast	INT	C	***	●●●●	LU,R,4th
Counter a red spell being cast or destroy a red card in play.					
Boomerang	INS	C	***	●●●●	LG,CH,MG,5th
Return target permanent to owner's hand.					
Brainreaper	SOR	R	****	●●●●	LU,R
Target player must draw X cards.					
Braintstorm	INS	C	***	●●●●	IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.					
Breath of Dreams	EN	U	**	●●●●	IA
CU: ●. Green creatures require an additional U 1.					
Breezekeeper	SC	C	***	●●●●	VS
Flying, phasing, 4/4.					
Brine Hag	SC	U	**	●●●●	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to that turn become 0/2 permanently. 2/2.					
Browse	EN	U	**	●●●●	AI
●. Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.					
Capsize	INS	C	***	●●●●	TM
Buyback ●. Return target permanent to owner's hand.					
Cerulean Wyvern	SC	U	**	●●●●	MG
Flying, protection from green, 3/3.					
Chain Stasis	INS	R	***	●●●●	HL
Tap or untap target creature. Controller of target creature may pay ● to have Chain Stasis tap or untap another target creature.					
Chill	EN	U	**	●●●●	TM
Red spells cost an additional ● to play.					
Chronatog	SC	C	***	●●●●	VS
Skip next turn. Chronatog gets +3/+3 until end of turn. Use only once each turn. 1/2.					
Clairvoyance	INS	C	**	●●●●	IA
Look at target player's hand. Draw a card at beginning of next turn.					
cloak of Invisibility	EC	C	**	●●●●	MG
Enchanted creature gains phasing and can only be blocked by Walls.					
Clone	SC	U	**	●●●●	LU,R
Clone acquires all characteristics, including color, of target creature. */*.					
Cloud Djinn	SC	U	**	●●●●	WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Dandan	SC	C	**	●●●●	AN,CH,5th
Islandhome, 4/1.					
Daring Apprentice	SC	R	***	●●●●	MG
●. Sacrifice Daring Apprentice: Counter target spell. 1/1.					
Dark Maze	SC	C	**	●●●●	HL,5th
●. Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.					
Deep Spawn	SC	U	**	●●●●	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. ●. Spawn may not be target of spells or effects until end of turn. Top Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.					
Deep Water	EN	C	**	●●●●	DK
●. All mana-producing lands under your control produce ● until end of turn instead of their usual mana.					
Deflection	INT	R	****	●●●●	IA,5th
Target spell with one target now targets a legal target of your choice.					
Desertion	INT	R	****	●●●●	VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.					
Devouring Deep	SC	C	**	●●●●	LG
Islandwalk, 1/2.					
Diminishing Returns	SOR	U	****	●●●●	AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.					
Dismiss	INT	U	**	●●●●	TM
Counter target spell. Draw a card.					
Disrupt	INT	C	***	●●●●	WL
Counter target instant, interrupt, or sorcery spell unless its caster pays an additional ●. Draw a card.					
Dissipate	INT	U	****	●●●●	MG
Counter target spell. Remove that card from the game.					
Dominating Lich	SC	R	***	●●●●	EX
●. Lich loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature." Move Dominating Lich onto target creature. You may pay ● to end this effect. 1/1.					
Drafno's Restoration	SOR	C	**	●●●●	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.					
Drain Power	SOR	R	***	●●●●	LU,R,4th,5th
Top opponent's lands for mana and draw all mana in his pool into yours.					
Dream Cache	SOR	C	**	●●●●	MG,1M
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.					
Dream Coat	EC	U	**	●●●●	LG
During your upkeep you may change target creature's color.					
Dream Fighter	SC	C	**	●●●●	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.					
Dream Halls	EN	R	**	●●●●	SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.					
Dream Prowler	SC	C	**	●●●●	SH
Dream Prowler is unblockable as long as no other creatures are attacking. 1/5.					
Dream Tides	EN	U	**	●●●●	VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional ● during his or her upkeep to untap that creature.					
Dreams of the Dead	EN	U	**	●●●●	IA
●. Put a white or black creature from your graveyard into play. That creature now has CU: ●. If creature leaves play, remove it from game.					
Drowned	SC	C	**	●●●●	DK
●. Regenerates. 1/1.					
Duplicity	EN	R	**	●●●●	TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.					
Elder Spawn	SC	R	***	●●●●	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.					
Electric Eel	SC	U	**	●●●●	DK
●. +2/+0 and Eel does 1 damage to you. 1/1.					
Enchantment Alteration	INS	U	**	●●●●	LG,CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.					
Energy Flux	EN	U	**	●●●●	AQ,R,4th,5th
Each artifact requires ● during upkeep or it must be destroyed.					
Energy Tap	SOR	C	**	●●●●	LG,4th
Top target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.					
Energy Vortex	EN	R	**	●●●●	MG
At beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays ● for each counter on Vortex, or takes 3 damage. ●. Put X counters on Vortex. Use this ability only during your upkeep.					
Enervate	INS	C	**	●●●●	IA,5th
Top target creature, land, or artifact. Contrip.					
Ephemeron	SC	R	***	●●●●	EX
Flying. Choose and discard a card: Return Ephemeron to owner's hand. 4/4.					
Equilibrium	EN	R	****	●●●●	EX
Whenever you successfully cast a creature spell, you may pay ● to return target creature to owner's hand.					
Erosion	EL	C	**	●●●●	DK,4th
Destroy target land unless controller pays ● or pays 1 life during upkeep.					
Errant Minion	EC	C	**	●●●●	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay ● for each damage he wishes to prevent.					
Ertai, Wizard Adept	SL	R	***	●●●●	EX
Ertai, Wizard Adept counts as a Wizard. ●. ●. Counter target spell. This ability as an interrupt. 1/1.					
Ertai's Familiar	SC	R	***	●●●●	WL
Phasing. If Ertai's Familiar leaves play, place the top 3 cards of your library into your graveyard. ●. Ertai's Familiar cannot phase out until the beginning of your next upkeep. 2/2.					
Ertai's Wedding	INT	R	****	●●●●	TM
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.					
Escaped Shapeshifter	SC	R	***	●●●●	TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first shock, trample, and protection from any color. 3/4.					

COMBOS UNGLUED



Mine, Mine, Mine and Eureka: Step 1. Draw your deck. Step 2. Cast Eureka. Step 3. Put your deck into play. Whee!! If you can't find a way to win the game at this point, what kinda deck you usin'? For maximum effectiveness, always be sure to activate your Feldon's Cane before you cast Mine, Mine, Mine. Now game, gimme, gimme the game

Avizoa	SC	R	**	●●●●	WL
Flying. Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
Awesome Presence	EC	C	**	●●●●	AI
Enchanted creature can't be blocked unless defending player pays an additional ● for each creature assigned to block it.					
Azimael Drake	SC	C	**	●●●●	MG
Flying. ●. +1/+0 until end of turn. You cannot spend more than ● in this way each turn. 1/3.					
Azure Drake	SC	U	**	●●●●	LG,CH,5th
Flying. 2/4.					
Backfire	EC	U	**	●●●●	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.					
Baki's Curse	SOR	R	***	●●●●	HL
Do 2 damage to each creature for each enchantment on that creature.					
Baldavian Conjurer	SC	U	**	●●●●	IA
●. Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.					
Baldavian Shaman	SC	C	**	●●●●	IA
●. Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: ●. 1/1.					
Bay Falcon	SC	C	**	●●●●	MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.					
Bazaar of Wonders	EW	R	***	●●●●	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.					
Benthic Behemoth	SC	R	***	●●●●	TM
Islandwalk, 7/6.					
Benthic Explorers	SC	C	**	●●●●	AI
●. Untap target tapped land on opponent's controls to add one mana of any type that land produces to your mana pool. 2/4.					

Cloud Elemental	SC	C	**	●●●●	VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.					
Cloud Spirit	SC	C	**	●●●●	SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.					
Contempt	EC	C	**	●●●●	SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.					
Control Magic	EC	U	****	●●●●	LU,R,4th
Gain control of target creature as long as Control Magic remains on creature.					
Copy Artifact	EN	R	***	●●●●	LU,R
Duplicate any artifact in play. Treat as both an enchantment and an artifact.					
Coral Fighters	SC	U	**	●●●●	MG
If fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.					
Corral Reef	EN	C	**	●●●●	HL
Put 4 poly counters on Reef. ●. Sacrifice an island for 2 poly. ●. Place a +0/+1 counter on a blue creature you control. Remove 1 poly.					
Counterspell	INT	C	****	●●●●	LU,R,4th,IA,5th,TM
Counter target spell as it is being cast.					
Creature Bond	EC	C	**	●●●●	LU,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.					
Cunning	EC	C	**	●●●●	EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn.					
Curiosity	EC	U	**	●●●●	EX
If enchanted creature damages an opponent, you may draw a card.					
Dance of Many	EN	R	***	●●●●	DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay ● during upkeep or destroy Dance of Many.					

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Sorcery Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	L	Legendary	SL	Sorcery Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description						Description					
Essence Flare EC C ●●●	IA	Target creature gets +2/+0. Put a 0/-1 counter on the creature during each of its controller's upkeep.				Homarid Scavenging Bad EN U ●●●	FE	●●●	Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.			Jump INS C ●	L,U,R,4th	Target creature has flying until end of turn.			
Ether Wall INS U ●●●	MG	Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.				Homarid Warrior SC C ●●●	FE,5th	●●●	Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next upkeep. 3/3.			Juxtapose SOR -R ●●●	LG,CH,5th	Castor and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.			
Evacuation INS R ●●●	SH	Return all creatures to owners' hands.				Horned Turtle SC C ●●●	TM	1/4.				Keeper of the Mind SC U ●●●	EX	●●●	Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. 1/2.		
Fade Away SOR C ●●●	EX	For each creature, that creature's controller pays ● or sacrifices a permanent.				Hurly's Recall INS R ●●●	AQ,R,4th,5th	●●●	Return all artifacts in play controlled by target player to owner's hand.			Killer Whale SC U ●●●	EX	●●●	Killer Whale gains flying until end of turn. 3/5.		
False Denial EC U ●●●	AI	If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.				Hydroblast INT C ●●●	IA,5th	●●●	Counter a spell being cast or destroy a red permanent if it's red.			Knight of the Mists SC C ●●●	VS	●●●	Flanking. When Knight comes into play, pay ● or bury target Knight. 2/2.		
Feedback EE U ●●●	L,U,R,4th,5th	Do 1 damage to controller of target enchantment during upkeep.				Iceberg EN U ●●●	IA	●●●	Put X counters on Iceberg when it comes into play. ●: Put a counter on Iceberg. ●: Remove a counter to add 1 to your mana pool.			Krovikan Sorcerer SC C ●●●	IA,5th	●●●	Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.		
Field of Dreams EW R ●●●	LG	The top card in every library must always be face up.				Icy Prison EN R ●●●	IA	●●●	Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay ● to prevent this.			Kukumassa Pirates SC R ●●●	MG	●●●	If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.		
Fighting Drake SC U ●●●	TM	Flying. 2/4.				Illusionary Forces SC C ●●●	IA	●●●	Flying. CU: ● 4/4.			Kukumassa Serpent SC C ●●●	MG	●●●	Islandhome. ●: Sacrifice an island: Target land on opponent controls is at ninth until end of turn. 4/3.		
Fishliver Oil EC C ●●●	AM,CH	Give target creature islandwalk.				Illusionary Presence CU ●●●	IA	●●●	During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.			Labyrinth Minotaur SC C ●●●	HL,5th	●●●	Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4.		
Flash INS R ●●●	MG	Put a creature from your hand into play. Pay the creature's casting cost reduced by up to ●. If you cannot, bury the creature.				Illusionary Terrain EN U ●●●	IA	●●●	CU: ● All basic lands of one type are changed to basic lands of a different type of your choice.			Land Equilibrium EN R ●●●	LG	●●●	If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.		
Flash Counter INT U ●●●	LG	Counter target interrupt or instant spell.				Illusionary Wall SC C ●●●	IA	●●●	Flying, first strike. CU: ● 7/4.			Lat-Nam's Legacy INS C ●●●	AI	●●●	Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.		
Flash Flood EC C ●●●	L,U,R,4th,5th	Destroy target red permanent or return target mountain to owner's hand.				Illusions of Grandeur EN R ●●●	IA	●●●	CU: ● Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.			Leap INS C ●●●	SH	●●●	Target creature gains flying until end of turn. Draw a card.		
Flight EN C ●●●	DK,4th,5th	Target creature now has flying.				Impulse INS C ●●●	VS	●●●	Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.			Legacy's Allure EN U ●●●	TM	●●●	During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.		
Flood EN C ●●●	VS	●●●: Tap target non-flying creature.										Legerdemian SOR U ●●●	TM	●●●	Permanently exchange control of target artifact or creature for control of target permanent of the same type.		
Flooded Shoreline EN R ●●●	VS	●●●: Return two islands you control to owner's hand: Return target creature to owner's hand.										Leviathan SC R ●●●	DK,4th,5th	●●●	Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.		
Floodgate SC U ●●●	MG	If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.										Library of Lat-Nam SOR R ●●●	AI	●●●	Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.		
Flux SOR C ●●●	WL	Each player chooses and discards any number of cards, then draws that many cards. Draw a card.										Lifetop EN U ●●●	L,U,R,4th,5th	●●●	Gain 1 life whenever opponent taps a forest.		
Flying Men SC C ●●●	AN	Flying. 1/1.										Lord of Atlantis SC R ●●●	L,U,R,4th,5th	●●●	All Merfolk in play gain islandwalk and +1/+1. 2/2.		
Fog Elemental SC C ●●●	WL	Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.										Mandril Hack INT R ●●●	L,U,R,4th,5th	●●●	Change the text of a card being played or in play by switching one basic land type with another.		
Forbidden INT U ●●●	EX	Buyback—Choose and discard two cards. Counter target spell.										Magus of the Unseen SC R ●●●	IA,5th	●●●	●●●: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn. 1/1.		
Force of Will INT U ●●●	AI	You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.										Mahomati Djinn SC R ●●●	L,U,R,4th	●●●	Flying. 5/6.		
Force Spike INT C ●●●	LG,5th	Counter target spell unless its caster spends ●.										Man-o-War SC C ●●●	VS	●●●	When Man-o-War comes into play, return target creature to owner's hand. 2/2.		
Force Void INT U ●●●	IA	Counter target spell unless its caster spends ●. Contrip.										Mano Breach EN U ●●●	EX	●●●	Whenever any player plays a spell, that player returns a land he or she controls to owner's hand.		
Foreshadow INS U ●●●	VS	Name a card. Put that card from target opponent's library into his graveyard. If that card is the one named, draw the card. Contrip.										Mana Chains EC C ●●●	WL	●●●	Enchanted creature gains "Cumulative upkeep: ●."		
Foresight SC U ●●●	AI	Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.										Mana Drain INT U ●●●	LG	●●●	Counter target spell. At the beginning of your next main phase, add to your mana pool colorless mana equal to casting cost of spell.		
Forget SOR R ●●●	HL,5th	Target player discards two cards and then draws two cards.										Mana Leak INT C ●●●	SH	●●●	Counter target spell unless its caster pays an additional ●.		
Fylamarid SC U ●●●	TM	Flying. Fylamarid cannot be blocked by blue creatures. ●: Target creature is blue until end of turn. 1/3.										Mana Severance SOR R ●●●	TM	●●●	Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.		
Gaseous Form EC C ●●●	LG,4th,5th,TM	Target creature neither deals nor receives damage in combat.										Mana Short INS R ●●●	L,U,R,4th	●●●	All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.		
Ghost Ship SC U ●●●	DK,4th	Flying ●●●: Regenerates. 2/4.										Manta Vortex SC R ●●●	DK	●●●	Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.		
Giant Albatross SC C ●●●	HL	Flying ●●●: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies. 1/1.										Manta Ray SC C ●●●	WL	●●●	Islandhome. Cannot be blocked except by blue creatures. 3/3.		
Giant Crab SC C ●●●	TM	●●●: Until end of turn, Crab cannot be the target of spells or abilities. 3/3.										Manta Riders SC C ●●●	TM	●●●	●●●: Manta Riders gains flying until end of turn. 1/1.		
Giant Oyster SC C ●●●	HL	You may leave Oyster tapped. ●: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.										Maribon SC R ●●●	HL	●●●	Islandhome. Does not untap as normal. ●●●: Sacrifice a creature to untap Maribon. Use only during your upkeep. ●●●: -1/0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.		
Giant Shark SC C ●●●	DK	Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.															
Giant Tortoise SC C ●●●	AM,4th	+0/+3 while untapped. 1/1.															
Glacial Wall SC U ●●●	IA,5th	0/7.															
Gliding Lizard SC U ●●●	SH	●●●: Gliding Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lizard onto target creature. You may pay ● to end this effect. 2/2.															
Glyph of Delusion INS C ●●●	LG	Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.															
Hakim, Loomweaver SL R ●●●	MG	Flying ●●●: Put target creature enchantment from your graveyard on Hakim. Use only during your upkeep and only if there are no enchantments on Hakim. ●●●: Destroy all enchantments on Hakim. 2/4.															
Hammerhead Shark SC C ●●●	SH	Shark cannot attack unless defending player controls any islands. 2/3.															
Harmattan Eft SC U ●●●	MG	Flying ●●●: Target creature gains flying until end of turn. 2/2.															
Hesitation EN U ●●●	SH	If any spell is played, counter that spell and sacrifice Hesitation.															
High Tide INS C ●●●	FE	All islands produce another ● until end of turn.															
Homarid SC C ●●●	FE	Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.															
Homarid Shaman SC R ●●●	FE	●●●: Tap target green creature. 2/1.															

STUMPERS



Q: Can I use Sleight of Mind on a Scragnoth while it is being cast to change its Protection from Blue?—Dan Weick, St. Charles, Ill.

A: Yes. Although the Scragnoth cannot be countered while it is being cast, it can still be interrupted. The protection from blue ability doesn't take effect until it reaches play, so it is still a legal target for Sleight of Mind.

In the Eye of Chaos EW R ●●●	LG	Counter all instants and interrupts unless caster pays an extra ●, where X is the cost of the spell being cast.
Infuse INS C ●●●	IA	Untap target artifact, creature or land. Contrip.
Insight EN U ●●●	TM	Whenever target opponent successfully casts a green spell, draw a card.
Inspiration INS C ●●●	VS	Target player draws two cards.
Interdict INT U ●●●	TM	Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.
Intuition INS R ●●●	TM	Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.
Intruder Alarm EN R ●●●	SH	Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.
Invisibility EC C ●●●	L,U	Target creature may only be blocked by walls.
Invoke Prejudice EN R ●●●	LG	Counter an opponent's summer spell of a color different from one of your creatures unless he pays an extra ●, where X is the cost of the spell.
Island Fish Jascosin SC R ●●●	AN,R,4th	Islandhome. Pay ●●● during upkeep to untap. 6/8.
Jinx INS C ●●●	HL	Target land becomes basic land of your choice until end of turn. Contrip.
Jolt INS C ●●●	MG	Tap or untap target artifact, creature or land. Contrip.

MAGIC

The Gathering®

players guide

Name	Description	Kind	CR	Rating	Cost	Sets Found
Merfolk Seer	● Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.	SC	C	●●	●●	MG
Merfolk Traders	When Merfolk Traders comes into play, draw a card, then choose and discard a card. 1/2.	SC	C	●●	●●	WL
Mersene	Put 3 net counters on Mersene when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay costing cost of target creature to remove a counter.	EC	C	●●	●●	FE
Mesmeric Trance	CU: ● Discard a card from your hand to draw a card.	CU	U	●●●●	●●	IA
Mind Band	Change the text of target permanent by replacing all instances of one color word or basic land type with another.	INS	U	●●●●	●●	MG
Mind Bomb	Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	●●	●●	DK, 4th, 5th
Mind Games	Buyback: ● Top target artifact, creature, or land.	INS	C	●●	●●	SH
Mind Harness	CU: ● Gain control of target red or green creature.	EC	U	●●	●●	MG
Mind Over Matter	Choose and discard a card; Top or untap target artifact, creature, or land.	EN	R	●●	●●	EX
Mirazel	Flying. If Mirazel is the target of any spell or ability, return Mirazel to owner's hand. 2/3.	SC	U	●●	●●	EX
Mistfolk	● Counter any spell that targets Mistfolk. 1/2.	SC	C	●●	●●	IA
Mist Dragon	● Flying. ● Loses Flying. ● Mist Dragon phases out. 4/4.	SC	R	●●	●●	MG
Mnemonic Silver	Each Silver gains "●. Sacrifice this creature: Draw a card." 2/2.	SC	U	●●	●●	TM
Musician	CU: ● Put a counter on target creature. During its controller's upkeep, he pays ● for each counter or the creature is destroyed. 1/1.	SC	R	●●	●●	IA
Mystical Tutor	Search your library for an instant, interrupt, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.	INS	U	●●●●	●●	MG
Mystic Decree	All creatures lose flying and islandwalk.	EW	R	●●	●●	HL
Mystic Might	CU: ● Top land to give a creature +2/+2 until end of turn.	EL	R	●●	●●	IA
Mystic Remora	CU: ● You may draw a card whenever target opponent successfully casts a noncreature spell. Opponent may pay ● to counter this effect.	EN	C	●●	●●	VS
Mystic Veil	You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.	EC	C	●●	●●	VS
Narwhal	First strike. Protection from red. 2/2.	SC	R	●●	●●	HL
Noble Benefactor	If Benefactor is put into any graveyard from play, each player may search his or her library for one card and put that card into his or her hand. 2/2.	SC	U	●●	●●	WL
Oath of Scholars	During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.	EN	R	●●●●	●●	EX
Old Man of the Sea	● Gain control of creature with power less than or equal to the Old Man's power. You may choose not to untap Old Man during your untap phase. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's power. 2/3.	SC	R	●●	●●	AN
Ophidian	● Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and only once each turn. 1/3.	SC	U	●●●●	●●	WL
Ovinomancer	When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. ● Return Ovinomancer to owner's hand; Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.	SC	U	●●	●●	VS
Paradigm Shift	Remove all cards in your library from the game. Shuffle your graveyard into your library.	SOR	R	●●	●●	WL
Part Water	Give X target creatures islandwalk until end of turn.	SOR	U	●●	●●	LG
Pendrell Mists	Each creature gains "During your upkeep, pay ● or bury this creature."	EN	R	●●	●●	WL
Phantasmal Forces	Flying. Pay ● during upkeep or Phantasmal Forces is destroyed. 4/1.	SC	U	●●	●●	IA
Phantasmal Mount	Flying. ● Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	●●	●●	IA
Phantasmal Sphere	Flying. At the beginning of your upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay ● for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under opponent's control. Treat token as a 0/1 blue flying creature, where "●" is the number counters on Sphere. 0/1.	SC	U	●●	●●	AI
Phantasmal Terrain	Target land switches to any basic land type chosen by caster.	EL	C	●●	●●	IA, 4th, 5th
Phantom Monster	Flying. 3/3.	SC	U	●●	●●	WL
Phantom Warrior	Phantom Warrior is unblockable. 2/2.	SC	U	●●	●●	WL

Name	Description	Kind	CR	Rating	Cost	Sets Found
Phantom Wings	Enchanted creature gains flying. Sacrifice Phantom Wings: Return enchanted creature to owner's hand.	EC	C	●●	●●	WL
Pirate Ship	Islandhome ● Do 1 damage to any target. 4/3.	SC	R	●●	●●	L, U, R, 4th, 5th
Polar Kraken	Trampee. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	●●	●●	IA
Political Trickery	Exchange control of one of your lands for one of opponent's lands.	SOR	R	●●●●	●●	MG
Polymorph	Bury target creature. It's controller reveals cards from top of his library until a creature is revealed, then the creature is put into play under his control as if it were just played. The player shuffles all other revealed cards into his library.	SOR	R	●●	●●	MG
Portent	You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Contrip.	SOR	C	●●	●●	IA, 5th
Power Artifact	Reduce the activation cost of a target artifact by ● to a minimum of ●.	EA	U	●●	●●	AQ
Power Leak	Enchantment's controller must pay ● during upkeep or Power Leak does 1 damage to him for each unpaid mana.	EC	C	●●	●●	L, U, R, 4th
Power Sink	Counter target spell unless its caster spends ●. Spell's caster must spend all mana from lands and mana pool until X is met.	INT	C	●●●●	●●	L, U, R, 4th, 5th, 6th
Precognition	During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.	EN	R	●●	●●	TM
Prismatic Lace	Target permanent becomes the color(s) of your choice.	INS	R	●●	●●	MG
Prodigious Sorcerer	● Prodigious Sorcerer deals 1 damage to target creature or player. 1/1.	SC	C	●●	●●	L, U, R, 4th, 5th
Propaganda	Each turn, each creature cannot attack unless its controller pays an additional ● for that creature.	EN	U	●●	●●	TM
Prosperity	Each player draws ● cards.	SOR	U	●●	●●	VS
Psionic Blast	Do 4 damage to any target and 2 damage to you.	INS	U	●●	●●	L, U
Psionic Entity	● Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	●●	●●	LG, 4th
Psychic Allegory	Choose a color when cast. Do 1 damage for each card of this color on opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allegory.	EN	R	●●	●●	DK
Psychic Purge	Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent loses 5 life.	SOR	C	●●	●●	LG
Psychic Transfer	Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.	SOR	R	●●	●●	MG
Recall	Sacrifice X ● in hand to bring X cards from your graveyard into your hand, then ● Recall from game.	SOR	U	●●●●	●●	LG, CH, 5th
Reconstruction	Put an artifact from your graveyard into your hand.	SOR	C	●●	●●	AQ, R
Reef Pirates	If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.	SC	C	●●	●●	HL, 5th
Reins of Power	You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.	INS	R	●●●●	2 ●●	SH
Releaser	Return target instant, interrupt, or sorcery from your graveyard to your hand.	SOR	U	●●	●●	WL
Relic Bind	Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.	EA	R	●●	●●	LG, 4th
Remove Soul	Counter target summon spell.	INT	C	●●	●●	LG, CH, 5th
Revel	Untap all your lands. May only be played during opponent's turn.	INT	U	●●	●●	LG
Reveka, Wizard Savant	● Do 2 damage to any target. Reveka does not untap next turn. 0/1.	SL	R	●●	●●	HL
Reverberation	Redirect damage from a sorcery to its caster.	INS	R	●●	●●	LG
Riptide	Top all blue creatures.	INS	C	●●	●●	DK
River Merfolk	Give River Merfolk mainlandwalk until end of turn. 2/1.	SC	R	●●	●●	FE
Robe of Mirrors	Enchanted creature cannot be the target of spells or abilities.	EC	C	●●	●●	EX
Rootwater Diver	● Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand. 1/1.	SC	C	●●	●●	TM
Rootwater Hunter	● Rootwater Hunter deals 1 damage to target creature or player. 1/1.	SC	C	●●	●●	TM
Rootwater Matriarch	● Gain control of target creature as long as that creature has any enchantments on it. 2/3.	SC	R	●●	●●	TM
Rootwater Mystic	● Look at the top card of target player's library. 1/1.	SC	C	●●	●●	EX
Rootwater Shaman	You may play creature enchantments whenever you could play an instant. 2/2.	SC	R	●●	●●	TM
Sage of Lat-Nam	● Sacrifice an artifact: Draw a card. 1/1.	SC	C	●●	●●	AQ
Sage Owl	Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.	SC	C	●●	●●	WL
Sandbar Crocodile	Phrasing. 6/5.	SC	C	●●	●●	MG

COMBOS UNGLUED



Psychic Vortex EL C ●● ●● L, U, R, 4th, 5th
Do 2 damage to target land's controller whenever the land is tapped.
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.

Puppet Master EC U ●● ●● LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay ● to return Master to its owner's hand if this happens.

Rainbow Effrort SC R ●● ●● VS
Flying. ● Rainbow Effrort phases out. 3/1.

Ransack SOR U ●● ●● SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.

Ray of Command INS C ●● ●● IA, MG, 5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.

Ray of Erasure INS C ●● ●● IA
Target player puts the top card of his library in his graveyard. Contrip.

Reality Ripole INS C ●● ●● MG
Target artifact, creature, or land phases out.

Reality Twist EN R ●● ●● IA
CU: ● Instead of their normal mana, plains produce ●, swamps produce ●, mountains produce ●, and forests produce ●.

Rebound INT U ●● ●● SH
Target spell, which targets only a single player, targets another play of your choice instead.



Sapphire Charm INS C ●● ●● MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

School of Piranha SC C ●● ●● EX
During your upkeep, pay ● or sacrifice School of Piranha. 3/3.

Scriver SC U ●● ●● EX
When Scriver comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.

Sea King's Blessing INS U ●● ●● LG
Change color of any number of target creatures to blue until end of turn.

Sea Monster SC C ●● ●● TM
Monster cannot attack unless defending player controls any islands. 6/6.

Sea Stryker SC C ●● ●● MG
● Add ● to your mana pool. ● Add ● to your mana pool. 1/1.

Sea Serpent SC C ●● ●● L, U, R, 4th, 5th
Islandhome. 5/5.

Sea Spirit SC U ●● ●● IA, 5th
● +1/+0 until end of turn. 2/3.

Sea Sprite SC U ●● ●● HL, 5th
Flying. Protection from red. 1/1.

Sea Troll SC U ●● ●● HL
● Regenerate. Use this ability only during a turn in which Sea Troll was blocked by or in which Sea Troll blocked a blue creature. 2/1.

Seasinger SC U ●● ●● FE, 5th
Islandhome. ● Gain control of target creature if its controller controls an island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.

Seagoon Leviathan SC U ●● ●● LG, 4th, 5th
Islandwalk. 3/3.

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description						Description					
Sarandib Djinn	SC	R	••	••••	AN	Teleri's Realm	EW	R	••	••••	VS	Time Ebb	SOR	C	••	••••	TM
Flying. Sacrifice one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of chosen type phase out.						Put target creature on top of owner's library.					
Sarandib Efreet	SC	R	•••••	••••	AN,R	Teleri's Veil	EN	U	••••	••••	WL	Time Elemental	SC	R	••••	••••	1G,4th,5th
Flying. Does 1 damage to you during upkeep. 3/4.						When one of your creatures attacks, it phases out at end of combat.						• Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.					
Shadow Rift	INS	C	••	••••	TM	Telekinesis	INS	R	••	••••	LG	Time Walk	SOR	R	•••••	••••	1,U
Target creature gains shadow until end of turn. Draw a card						Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap phases.						Take an extra turn immediately after this one.					
Shaper Guildmage	SC	C	••	••••	MG	Teleport	INS	R	••••	••••	LG,CH	Time Warp	SOR	R	•••••	••••	TM
•• Target creature gets first strike. •• Target creature gets +1/+0						Target creature may not be blocked this turn.						Target player takes an extra turn after this one.					
Shimmer	EN	R	••	••••	MG	Thalakos Deceiver	SC	R	••	••••	SH	Time Twister	SOR	R	•••••	••••	1,U
When you play Shimmer, pick a land type. Those lands gain phasing.						Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.						Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.					
Shimmering Efreet	SC	U	••	••••	VS	Thalakos Dreamsewer	SC	U	••	••••	TM	Timid Drake	SC	U	••	••••	WL
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.						Shadow. You leave Dreamsewer tapped. If Dreamsewer damages any opponent, tap target creature. As long as Dreamsewer remains tapped, that creature does not untap during its controller's untap phase. 1/1.						Flying. If a creature comes into play, return Timid Drake to owner's hand. 3/3.					
Shimmering Wings	EC	C	••	••••	TM	Thalakos Merfolk	SC	C	••	••••	TM	Tolarian Drake	SC	C	••	••••	WL
Enchanted creature gains flying. • Return Wings to owner's hand.						Shadow. • Put Thalakos Merfolk on top of owner's library. 2/1.						Flying, phasing. 2/4.					
Shrieking Drake	SC	C	••	••••	VS	Thalakos Seer	SC	C	••	••••	TM	Tolarian Entrancer	SC	R	••	••••	WL
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.						Shadow. If Thalakos Seer leaves play, draw a card. 1/1.						Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.					
Shyft	SC	R	••	••••	1A	Thalakos Drifters	SC	R	••	••••	EX	Tolarian Serpent	SC	R	••	••••	WL
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						Choose and discard a card: Drifters gains shadow until end of turn. 3/3.						During your upkeep, put the top seven cards of your library into your graveyard. 7/7.					
Silbilit Spirit	SC	R	••	••••	1A,5th	Thalakos Scout	SC	C	••	••••	EX	Tradewind Rider	SC	R	••	••••	TM
Flying. When Spirit attacks, defending player may draw a card. 5/6.						Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.						Flying. •• Tap two creatures you control: Return target permanent to owner's hand. 1/4.					
Sift	SOR	C	••	••••	SH	Thalakos Sentry	SC	C	••	••••	TM	Transmute Artifact	SOR	U	••	••••	AQ
Draw three cards, then choose and discard a card.						Shadow. 1/2.						Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more.					
Silhouette	INS	C	••	••••	LG	Theft of Dreams	SOR	C	••	••••	EX	Treasure Trove	EN	U	••	••••	EX
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						For each tapped creature target opponent controls, draw a card.						2 •••• Draw a card.					
Silver Erne	SC	U	••	••••	1A	Thirst	MG					Twiddle	INS	C	••	••••	1,U,4th,5th
Flying, trample. 2/2.						Tap enchanted creature. During your upkeep, pay •• or bury Thirst. Enchanted creature does not untap during its controller's untap phase.						Tap or untap any single land, creature, or artifact in play.					
Silver Wyvern	SC	R	••	••••	SH							Twitch	INS	C	••	••••	TM
Flying. • Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.												Tap or untap target artifact, creature or land. Draw a card.					
Sindbad	SC	U	••	••••	AN,4th							Underfoot	EN	U	••	••••	LG
• Draw a card. If it is not a land, discard it. 1/1.												Creatures with islandwalk may be blocked.					
Siren's Call	INS	U	••	••••	1,U,R,4th							Undo	SOR	C	••	••••	VS
All of opponent's creatures that can attack must do so, or die at end of turn.												Return two target creatures to owner's hand.					
Skyshroud Condor	SC	U	••	••••	TM							Unstable Mutation	SC	C	••	••••	AN,R,4th,5th
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.												Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.					
Sleight of Mind	INT	U	••	••••	1,U,R,4th,1A,5th							Unstable Shapeshifter	SC	R	••	••••	TM
Change the text of a card being played or in play by switching one color word with another.												Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
Snow Devil	EC	C	••	••••	1A							Unsummon	INS	C	••	••••	1,U,R,4th,5th
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.												Return target creature to its owner's hand.					
Snowfall	EN	C	••	••••	1A							Updraft	INS	U	••	••••	1A,5th
CU: Islands may produce an additional •• when tapped for mana. Snow-covered islands may produce either an additional •• or •• when tapped for mana. This mana is usable only for cumulative upkeep.												Give target creature flying until end of turn. Cantrip.					
Soar	EC	C	••	••••	MG							Vanishing	EC	C	••	••••	VS
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.												•• Enchanted creature phases out.					
Soldavi Heretic	SC	C	••	••••	AI							Vaporous Djinn	SC	U	••	••••	MG
•• Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.												Flying. During your upkeep, pay •• or Vaporous Djinn phases out. 3/4.					
Soldavi Machinist	SC	U	••	••••	1A							Venarian Gold	EC	C	••	••••	LG
• Add •• to mana pool. Use only for artifact activation costs. 1/1.												Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.					
Soldavi Sage	SC	C	••	••••	AI							Vesuvan Doppelganger	SC	R	••	••••	1,U,R
• Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.												Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.					
Soul Barrier	EN	U	••	••••	1A,5th							Viscerid Armor	EC	C	••	••••	AI
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay •• to prevent this damage.												Enchanted creature gets +1/+1. •• Return Armor to owner's hand.					
Spectral Cloak	EC	U	••	••••	LG							Viscerid Drone	SC	U	••	••••	AI
Creature cannot be targeted by spells or fast effects unless it is tapped.												• Sacrifice a creature and Swamp to bury target non-artifact creature. • Sacrifice a creature and a Snow-covered Swamp to bury target creature. 1/2.					
Spell Blast	INT	C	••	••••	1,U,R,4th,5th,TM							Vision Charm	INS	C	••	••••	VS
Counter target spell; X is the casting cost of target spell.												Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.					
Spindrift Drake	SC	C	••	••••	SH							Vodalian Illusionist	SC	U	••	••••	WL
Flying. During your upkeep, pay •• or sacrifice Spindrift Drake. 2/1.												•• Target creature phases out. 2/2.					
Spiny Starfish	SC	U	••	••••	AI							Vodalian Knights	SC	R	••	••••	FE
• Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.												Islandhome. First strike. •• Flying until end of turn. 2/2.					
Stasis	EN	R	••	••••	1,U,R,4th,5th							Vodalian Mage	SC	C	••	••••	FE
Players don't get an untap phase. Play •• during upkeep or bury Stasis.												•• Counter a target spell unless caster pays an additional •• 1/1.					
Steel Artifact	EA	U	••	••••	1,U,R,4th,5th							Vodalian Soldiers	SC	C	••	••••	FE,5th
Gain control of target artifact.												1/2.					
Steel Enchantment	EE	U	••	••••	TM							Vodalian War Machine	SC	R	••	••••	FE
Gain control of target enchantment.												•• Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.					
Stinging Lizard	SC	U	••	••••	TM							Volcanic Eruption	SOR	R	••	••••	1,U,R,4th
•• Lizard loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lizard deals 2 damage to that creature's controller" instead of a creature. Move Stinging Lizard onto target creature. You may pay •• to end this effect. 1/1.												Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.					
Storm Crow	SC	C	••	••••	AI							Voltrath's Curse	EC	C	••	••••	TM
Flying. 1/2.												Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. •• Return Voltrath's Curse to owner's hand.					
Storm Elemental	SC	U	••	••••	AI							Voltrath's Shapeshifter	SC	R	••	••••	SH
Flying. •• Remove top card of your library from the game to tap target flying creature. •• Remove top card of your library from the game. If it is a snow-covered land, Storm Elemental gets +1/+4 until end of turn. 3/4.												As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. •• Discard a card. 0/1.					
Suffocation	INS	U	••	••••	AI							Walking Dream	SC	U	••	••••	SH
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Cantrip.												Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.					
Sunken City	EN	C	••	••••	DK,4th							Wall of Air	SC	U	••	••••	1,U,R,4th,5th
All blue creatures gain +1/+1. Pay •• during upkeep or destroy City.												Flying. 1/5					
Sug'Ata Firewalker	SC	U	••	••••	MG							Wall of Kelp	SC	R	••	••••	HL
Sug'Ata Firewalker cannot be the target of red spells or effects. •• Sug'Ata Firewalker deals 1 damage to target creature or player. 0/1.												•• Put a Kelp token into play. Treat this as a 0/1 wall. 0/3.					
Sryvalante Priest	SC	U	••	••••	FE							Wall of Tears	SC	U	••	••••	SH
•• Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.												If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.					
Tangle Kelp	U	••	••••	••••	DK							Wall of Vapor	SC	C	••	••••	LG,CH
Target creature stays tapped until untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.												Cannot be damaged by creatures if blocks. 0/1.					
Taniwha	SC	R	••	••••	MG							Wall of Water	SC	U	••	••••	1,U,R,4th
Phasing. Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.												1/4.0.5.					
Teleri's Curse	EP	C	••	••••	MG							Wall of Wonder	SC	U	••	••••	LG,CH
Play only on an artifact or creature. Enchanted permanent gains phasing.												•• Give Wall of Wonder +4/+4 and enable it to attack. 1/5.					
Teleri's Drake	SC	C	••	••••	MG							Water Elemental	SC	U	••	••••	1,U,R,4th
Flying, phasing. 3/2.												5/4.					
Teleri's Imp	SC	R	••	••••	MG							Water Wurm	SC	C	••	••••	OK
Flying, Phasing. When Teleri's Imp phases out, choose and discard a card. When Teleri's Imp phases in, draw a card. 1/1.												Water Wurm gains +0/+1 if opponent controls any islands. 1/1.					
												Waterspout Djinn	SC	U	••	••••	VS
												Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.					

STUMPIERS



Q: I cast Vision Charm to turn my opponent's Volrath's Stronghold into a mountain for a turn, and then play a Stronghold of my own. When the Vision Charm wears off, what happens?
—Lawrence L. Sy, Cainta, the Philippines
A: When your opponent's Stronghold reverts back to its original form, it will be considered the "newer" of the two legendary lands and will be buried. You get to keep yours.

Thought Lash EN R • • • • • AI
 CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. •• Remove the top card of your library from the game to prevent one damage to you.

Thoughtflame INT R • • • • • VS
 Change the color of a card being played or already in play to blue.

Three Wishes INS R • • • • • VS
 Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U • • • • • IA
 Flying. •• +1/+1 until end of turn. 0/2.

Tidal Control EN R • • • • • AI
 CU: •• Anyone may pay •• or two life to counter a red or green spell.

Tidal Flats EN C • • • • • FE
 •• All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U • • • • • FE
 Put 1 counter on Influence when casting it and during upkeep. When there is one counter on Influence, all blue creatures get -2/0. When there are three counters, all blue creatures get +2/+0. Remove all counters when there are four on Influence.

Tidal Surge SOR C • • • • • SH
 Tap up to three target creatures without flying.

Tidal Warrior SC R • • • • • SH
 •• Target land is an island until end of turn. 1/1.

Tidal Wave INS U • • • • • MG
 Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U • • • • • VS
 All creatures phased out phase in while all creatures with phasing phase out.

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Wave Elemental	SC	U	••	2	MG
••• Sacrifice: Top up to three target creatures without flying. 2/3.					
Wayward Soul	SC	C	••	••	EX
Flying. •• Put Wayward Soul on top of owner's library. 3/2.					
Whim of Valrath	INS	R	•••	••	TM
Byback •• Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
Whiptongue Frog	SC	C	•••	••	EX
•• Whiptongue Frog gains flying until end of turn. 1/3.					
Whispers of the Muse	INS	U	•••	••	TM
Byback •• Draw a card.					
Wind Dancer	SC	U	••	••	TM
Flying. •• Target creature gains flying until end of turn. 1/1.					
Wind Drake	SC	U	••	••	TM
Flying. 2/2.					
Wind Spirit	SC	U	••	••	IA, 5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.					
Winged Slayer	SC	C	••	••	TM
All Slivers gain flying. 1/1.					
Winter's Chill	INS	R	••	••	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay •• or •• to prevent it from being destroyed. If •• is spent, the creature deals no damage in combat this turn.					
Word of Undoing	INS	C	••	••	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
Wrath of Marit Lage	EN	R	••	••	IA
Top all red creatures. Red creatures do not untap as normal.					
Zephyr Falcon	SC	C	••	••	LG, 4th, 5th
Flying. Does not tap to attack. 1/1.					
Zuran Enchanter	SC	C	••	••	IA
••• Opponent must discard 1 card. Play as a sorcery. 1/1.					
Zuran Spellcaster	SC	C	••	••	IA
••• Zuran Spellcaster deals 1 damage to target creature or player. 1/1.					
Zur's Weirding	EN	R	••	••	IA, 5th
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.					

Acidic Silver	SC	U	••	••	SH
Each Silver gains "•• Sacrifice this creature: This creature deals 2 damage to target creature or player." 2/2.					
Adun Oakenshield	SL	R	••	••	LG
••• Take a creature from your graveyard into your hand. 1/2.					
Altar of Bone	SOR	R	••	••	IA
Sacrifice a creature to search your library for a creature card.					
Angus Mackenzie	SL	R	••	••	LG
••••• Creatures deal no damage during combat. 2/2.					
Arcaides Sabbath	SL	R	••	••	LG, CH
Flying. All your creatures gain +0/+2 when untapped. ••: +0/+1 until					

COMBOS UNCLUED



Goblin Bowling Team and Fire Whip: When it comes to bowling, Mans' goblins may not be very good at hitting pins, but that 16-pound ball has to land somewhere. With Fire Whip you can hurl it at your opponent or any of his pesky creatures—like that annoying power gamer Timmy. A whack on the head with a heavy, round object is just what guys like him need.

end of turn. Pay ••• during upkeep or bury Arcades. 7/7.					
Army Ants	SC	U	••	••	VS
•• Sacrifice a land: Destroy target land. 1/1.					
Asmira: Holy Avenger	SL	R	••	••	MG
Flying. At the end of each turn, put +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.					
Axcelrod Gunnerson	SL	R	••	••	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axcelrod damaged it, gain 1 life and do 1 damage to target player. 5/5.					

Energy Bolt	SOR	R	••	••	MG
Do X damage to target player or target player gains X life.					
Essence Vortex	INS	U	••	••	IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.					
Forever Franchises	SC	R	••	••	VS
When an enchantment is put into a graveyard from play, draw a card. 1/2.					
Fiercely Justice	SOR	R	••	••	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.					

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description					
Aysha Tanaka	SL	R	•••	••	LG, CH	Fire Covenant	INS	U	••	••	IA
Banding •• Counter artifact effect unless its controller spends •• 2/2.						Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.					VS
Barktooth Warboard	SL	U	••	••	LG	Firestorm Hellkite	SC	R	••	••	VS
6/5.						Flying, trample. Cumulative upkeep: ••• 6/6.					IA
Bartel Runeaxe	SL	R	••	••	LG	Flooded Woodlands	EN	R	••	••	IA
Cannot be target of enchantments. Does not tap to attack. 6/5.						No green creature can attack unless its controller sacrifices a land when that creature attacks.					
Benifit Djinn	SC	R	••	••	MG	Freetic Efreit	SC	R	••	••	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.						••• Flip a coin; if the flip ends up in your favor, Freetic Efreit phases out. Otherwise, bury Freetic Efreit. 2/1.					IA
Boris Devlinov	EN	R	••	••	VS	Fumarole	SOR	U	••	••	IA
•• Put a 1/1 red and black Minor Demon token into play. 2/2.						Pay 3 life to destroy a land and a creature.					
Breathstealer's Crypt	EN	R	••	••	VS	Gabriel Angelfire	SL	R	••	••	LG, CH
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays •• life or discards the card.						During your upkeep, Gabriel Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.					IA
Cadovorous Bloom	EN	R	••	••	MG	Ghastly Flame	EN	R	••	••	IA
Choose a card in your hand and remove it from the game. Add •• or •• to your mana pool.						Black and red permanents and spells are colorless sources of damage.					IA
Centaur Archer	SC	U	••	••	IA	Giant Trap Door Spider	SC	U	••	••	IA
•• Deal 1 damage to target flying creature. 3/2.						••• Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.					IA
Chromatic Armor	EC	R	••	••	IA	Glaciers	EN	R	••	••	IA
Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. •• Put a counter on Armor and change color it protects against. X equals the number of counters.						All mountains become plains. Pay •• during upkeep or bury Glaciers. 1/1.					IA
Chromium	SL	R	••	••	LG, CH	Gosta Dirk	SL	R	••	••	LG
Flying, rampage: 2. Pay •• during upkeep or bury Chromium. 7/7.						First strike. Creatures with islandwalk may be blocked. 4/4.					MG
Circle of Despair	EN	R	••	••	MG	Grim Feast	EN	R	••	••	MG
•• Sacrifice a creature: Prevent all damage to any creature or player from any one source.						Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.					VS
Corrosion	EN	R	••	••	VS	Guiding Spirit	SC	R	••	••	VS
Cumulative upkeep: •• During your upkeep, put a rust counter on each artifact opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.						Flying. •• If the top card of that player's graveyard is a creature card, put that card on the top of that player's library. 1/2.					LG
Crystalline Sliver	SC	U	••	••	SH	Gwendolyn	SL	R	••	••	IA
Slivers cannot be the target of spells or abilities. 2/2.						Target player randomly discards a card. Play as a sorcery. 3/5.					LG
Dakkon Blackblade	SL	R	••	••	LG, CH	Halldane	SL	R	••	••	IA
* equals the number of lands you control. */*.						During upkeep, Halldane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halldane is 6/3. */*.					MG
Dark Heart of the Wood	EN	C	••	••	DK	Harbor Guardian	SC	U	••	••	MG
Sacrifice a forest to gain 3 life.						Can block flying creatures. When it attacks, defender may draw a card. 3/4.					MG
Delirium	INS	U	••	••	MG	Haunting Apparition	SC	U	••	••	MG
Play only on target opponent's turn. Top target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.						Flying. •• is number of green creatures in opponent's graveyard. 1+*/2.					MG
Diabolic Vision	SOR	U	••	••	IA	Hazerdred Drake	SC	U	••	••	MG
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						Flying, protection from red. 2/3.					LG
Discordant Spirit	SC	R	••	••	MG	Hazezon Tamar	SL	R	••	••	LG
At end of target opponent's turn, put +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.						On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.					SH
Dracoplasm	SC	R	••	••	TM	Hibernation Silver	SC	U	••	••	SH
Flying. When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. •• Dracoplasm gets +1/+4 until end of turn. */*.						Each Silver gains "Pay 2 life: Return this creature to owner's hand." 2/2.					LG
Earthlink	EN	R	••	••	IA	Hunding Gjornerson	SL	U	••	••	LG
Pay •• during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						Rampage: 1. 5/4.					IA
Elemental Augury	EN	R	••	••	IA	Hymn of Rebirth	SOR	U	••	••	IA
•• Look at top 3 cards of any library and put them back in any order.						Take a creature from any graveyard and put it into play under your control.					LG
Emberwilde Caliph	SC	R	••	••	MG	Jacques le Vert	SL	U	••	••	LG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage emberwilde Caliph successfully deals, lose 1 life. 4/4.						Make all your green creatures +0/+2. 3/2.					LG
Energy Arc	INS	U	••	••	AI	Jasmine Borael	SL	U	••	••	LG
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						4/5.					LG

Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
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SEPTEMBER 1998 127

MAGIC

The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Call of the Wild ●●●: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.	EN	R	●●●	●●●	WL
Camouflage Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	●●●	●●●	LU
Canopy Dragon Trample. 1 ● Flying and loses trample until end of turn. 4/4	SC	R	●●●	●●●	MG
Canopy Spider Canopy Spider can block creatures with flying. 1/3	SC	C	●●●	●●●	TM
Carapace -0/+2 Sacrifice Carapace to regenerate the creature it enchants.	EC	C	●●●	●●●	HL,5th
Carnassid Trample. ●●: Regenerate Carnassid. 5/4.	SC	R	●●●	●●●	SH
Carnivorous Plant Counts as a wall. 4/5.	SC	C	●●●	●●●	DK,4th
Cartographer When Cartographer comes into play, you may return target land card from your graveyard to your hand. 2/2.	SC	U	●●●	●●●	EX
Cat Warriors Forewalk. 2/2.	SC	C	●●●	●●●	LG,CH,5th
Channel Add ●● to your pool for each life point you sacrifice.	SOR	U	●●●	●●●	LU,R,4th
Charging Rhino Charging Rhino cannot be blocked by more than one creature. 4/4.	SC	U	●●●	●●●	TM
Choke Islands do not untap during their controllers' untap phases.	EN	U	●●●	●●●	TM
Choking Vines Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures.	INS	C	●●●	●●●	WL
Chub Tooth Gains +2/+2 until end of turn when blocked or blocking. 1/1.	SC	C	●●●	●●●	IA,5th
Citadel Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	●●●	●●●	AQ

COMBOS UNGLUED



Clambassadors and Demonic Hordes: Normally, the Clambassadors are wusses. They smack your opponent around and then feel guilty and fork over one of your goodies as penance. However, we like to think the human race is smarter than the average clam, so we devised a deck with all kinds of negative-upkeep critters. If your opponent, can't deal with, say, a Demonic Hordes, he's gonna lose a land a turn... or worse.

City of Solitude Each player may play spells and abilities only during his or her turn.	EN	R	●●●	●●●	VS
Cockatrice Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.	SC	R	●●●	●●●	LU,R,4th,5th
Coconut Put 3 counters on target creature you control and tap it. Creature does not untap while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.	EC	U	●●●	●●●	LG,CH
Concordant Crossroads All creatures are unaffected by summoning sickness.	EW	R	●●●	●●●	LG,CH
Constant Mists Buyback—Sacrifice a land. Creatures deal no combat damage this turn.	INS	U	●●●	●●●	SH
Crash of Rhinos Trample. 8/4.	SC	C	●●●	●●●	MG
Crashing Boars If Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able. 4/4.	SC	U	●●●	●●●	EX
Crow Giant Trample, rampage: 2. 6/4.	SC	U	●●●	●●●	LG,CH,5th
Crow Wurm 6/4.	SC	C	●●●	●●●	LU,R,4th,5th
Crazed Armodon Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each 3/3.	SC	R	●●●	●●●	TM
Creeping Mold Destroy target artifact, land, or enchantment.	SOR	U	●●●	●●●	VS

Elephant Grass CU: ●●: Block creatures cannot attack you unless their controller pays ● for each attacking creature.	EN	U	●●●	●●●	VS
Elven Cache Return target card from your graveyard to your hand.	SOR	C	●●●	●●●	VS
Elven Fortress ●●: Give target blocker +0/+1 until end of turn.	EN	C	●●●	●●●	FE
Elven Palisade Sacrifice a forest: Target attacking creature gets -3/0 until end of turn.	EN	U	●●●	●●●	EX
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3.	SOR	U	●●●	●●●	LG,4th,5th
Elven Rite Put a total of two +1/+1 counters on any number of target creatures.	SC	R	●●●	●●●	SH
Elven Warhounds If Warhounds is blocked, put the blocker on top of owner's library. 2/2.	SC	R	●●●	●●●	TM
Elves of Deep Shadow ●●: Add ● to mana pool and lose 1 life. 1/1.	SC	U	●●●	●●●	DK
Elvish Archers First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2.	SC	R	●●●	●●●	LU,R,4th,5th
Elvish Bard All creatures able to block Bard must do so. 2/4.	SC	C	●●●	●●●	NI
Elvish Berserker For each creature that blocks it, Elvish Berserker gets +1/+1 until end of turn. 1/1.	SC	R	●●●	●●●	EX
Elvish Farmer Put a spare counter on Elvish Farmer during your upkeep. Remove three spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R	●●●	●●●	FE

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Crossbow Ambush All creatures you control can block creatures with flying until end of turn.	INS	C	●●●	●●●	SH
Crumble Bury target artifact. Controller gains life equal to the casting cost.	INS	C	●●●	●●●	AQ,R,4th,5th
Cycle of Life Return to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.	EN	R	●●●	●●●	MG
Cyclone Add one token per upkeep. Pay ● for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.	EN	R	●●●	●●●	AN,CH
Daughter of Autumn ●●: Redirect 1 damage from target white creature to Daughter. 2/4.	SL	R	●●●	●●●	HL
Deadfall Creatures with forestwalk may be blocked.	EN	U	●●●	●●●	LG
Deadly Insect Cannot be the target of spells or effects. 6/1.	SC	U	●●●	●●●	AI
Decomposition Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.	EC	U	●●●	●●●	MG
Dense Foliage Creatures cannot be the target of spells.	EN	R	●●●	●●●	WL
Desert Twister Destroy target permanent.	SOR	U	●●●	●●●	AN,R,4th,5th
Dire Wolves Gains burning if you control any plains. 2/2.	SC	C	●●●	●●●	IA
Dirtcow Ward Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.	SC	R	●●●	●●●	TM
Downdraft ●●: Target creature loses flying until end of turn. Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.	EN	U	●●●	●●●	WL
Drop of Honey Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	EN	R	●●●	●●●	AN
Darkwood Boars 4/4.	SC	C	●●●	●●●	LG,4th,5th
Early Harvest Target player untaps all basic lands he or she controls.	INS	R	●●●	●●●	MG
Earthcraft Tap an untapped creature you control: Untap target basic land.	EN	R	●●●	●●●	TM
Earthlore ●●: Tap land to give a blocking creature +1/+2 until end of turn.	EL	C	●●●	●●●	IA
Eladamri, Lord of Leaves All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.	SL	R	●●●	●●●	TM
Eladamri's Vineyard At beginning of each player's main phase, add ●● to that player's pool.	EN	R	●●●	●●●	TM
Elder Druid ●●: Tap or untap one target creature, land, or artifact. 2/2.	SC	R	●●●	●●●	IA,5th
Elvish Fury Buyback 4. Target creature gets +2/+2 until end of turn.	INS	C	●●●	●●●	TM
Elvish Hunter ●●: ●●: Target creature does not untap as normal. 1/1.	SC	C	●●●	●●●	FE
Elvish Ranger 4/1.	SC	C	●●●	●●●	AI
Elvish Scout ●●: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1.	SC	C	●●●	●●●	FE
Elvish Spirit Guide If Elvish Spirit Guide is in your hand, you may remove it from the game to add ●● to mana pool. 2/2.	SC	U	●●●	●●●	AI
Emerald Charm Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.	INS	C	●●●	●●●	VS
Emerald Dragonfly Flying. ●●: First strike until end of turn. 1/1.	SC	C	●●●	●●●	LG,CH
Endangered Armodon If you control any creature with toughness 2 or less, sacrifice Armodon. 4/5.	SC	C	●●●	●●●	SH
Enraged Djinn During upkeep, each forestwalk to an opponent's creature until next upkeep. 4/5.	SC	U	●●●	●●●	AN,CH
Essence Filter Destroy all enchantments or destroy all enchantments that aren't white.	SOR	C	●●●	●●●	IA
Eureka Both players may put a permanent from their hand directly into play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.	SOR	R	●●●	●●●	LG
Faerie Noble Flying. All Faeries gain +0/+1. ●●: All Faeries gain +1/+0 until end of turn. 2/2.	SC	R	●●●	●●●	HL
Follow Earth Put target land on top of owner's library.	SOR	U	●●●	●●●	MG
Follow Wurm When Wurm comes into play, discard a land or bury Follow Wurm. 4/4.	SC	U	●●●	●●●	WL
Familiar Ground Each of your creatures cannot be blocked by more than one creature.	EN	U	●●●	●●●	WL
Fanatical Fever Give a creature +3/+0 and trample until end of turn.	INS	U	●●●	●●●	IA
Fastbond There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in a turn.	EN	R	●●●	●●●	LU,R
Fatal Thallid Add a counter during upkeep. Remove three counters: Regenerates. 6/3.	SC	U	●●●	●●●	FE
Femeral Archers Do 4 damage to target attacking creature with flying. 2/2.	SC	U	●●●	●●●	MG
Feral Instinct Target creature gets +1/+1 until end of turn. Contrip.	INS	C	●●●	●●●	VS
Fire Sprites Flying. ●●: Add ● to your mana pool. 1/1.	SC	C	●●●	●●●	LG
Flailing Drake Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.	SC	U	●●●	●●●	TM
Floral Spuzzum If Floral Spuzzum attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	●●●	●●●	LG
Fog Creatures do not damage one another in combat.	INS	C	●●●	●●●	LU,R,4th,5th
Folk of An-Harver If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.	SC	C	●●●	●●●	HL
Folk of the Pines ●●: +1/+0 until end of turn. 2/5.	SC	C	●●●	●●●	IA
Forbidden Lore Sacrifice a forest: +2/+2 until end of turn. 1/2.	SC	U	●●●	●●●	MG
Forbidden Lore ●●: Tap land to give target creature +2/+1 until end of turn.	EL	R	●●●	●●●	IA
Force of Nature Trample. Pay ●●● during upkeep or force deals 8 damage to you. 8/8.	SC	R	●●●	●●●	LU,R,4th,5th
Forgotten Lore Opponent chooses a card in your graveyard. You may pay ● to have opponent choose a different card. Take the last card chosen.	SOR	C	●●●	●●●	IA
Foxfire Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Contrip.	INS	C	●●●	●●●	IA,5th
Freyalise Supplicant Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.	SC	U	●●●	●●●	IA
Freyalise's Charm Draw a card when any opponent successfully casts a black spell.	EN	U	●●●	●●●	IA
Freyalise's Return Put a wild counter on any permanent whenever it becomes tapped. Permanents with wild counters do not untap. Instead, remove all wild counters on those permanents.	EN	R	●●●	●●●	IA
Frog Tongue When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.	EC	C	●●●	●●●	TM
Fugitive Druid Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.	SC	U	●●●	●●●	TM
Fungal Bloom Sacrifice a forest: Target attacking creature gets -3/0 until end of turn.	EN	R	●●●	●●●	FE
Fungus Elemental Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.	SC	R	●●●	●●●	WL
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	●●●	●●●	LU,R,4th,5th
Fyndhorn Brownie ●●: Untap a creature. 1/1.	SC	C	●●●	●●●	IA
Fyndhorn Druid If Druid is put into graveyard after it blocks, gain 4 life. 2/2.	SC	C	●●●	●●●	AI
Fyndhorn Elder ●●: Add ● to your mana pool. 1/1.	SC	U	●●●	●●●	IA,5th
Fyndhorn Elves ●●: Add ● to your mana pool. 1/1.	SC	C	●●●	●●●	IA
Fyndhorn Pollen CU: ●●: All creatures get -1/0. ●●: Creatures get -1/-1 until end of turn.	EN	R	●●●	●●●	IA
Gaea's Avenger ●●: number of artifacts opponent has in play. *+1/+1.	SC	R	●●●	●●●	AQ
Gaea's Blessing Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.	SOR	U	●●●	●●●	WL

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Name	Kind	CR	Rating	Cost	Sets Found
Gaea's Liege	SC	R	***	●●●●●	L,U,R,4th
● Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */ =.					
Gaea's Touch	EN	C	***	●●●●●	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add ●●● to your mana pool.					
Gargantuan Gorilla	SC	R	***	●●●●●	AI
During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. ● Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.					
Ghazbán Ogre	SC	C	***	●●●●●	AN,CH,5th
During controller's upkeep, Ghazbán Ogre switches to the control of the player with the most life. 2/2.					
Giant Badger	SC	R	***	●●●●●	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.					
Giant Caterpillar	SC	C	***	●●●●●	VS
● Sacrifice Giant Caterpillar. Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.					
Giant Growth	INS	C	***	●●●●●	L,U,R,4TH,IA,5th
Target creature gets +3/+3 until end of turn.					
Giant Mantis	SC	C	***	●●●●●	MG
Giant Mantis can block creatures with flying. 2/4.					
Giant Spider	SC	C	***	●●●●●	L,U,R,4th,5th
Giant Spider can block creatures with flying. 2/4.					
Giant Turtle	SC	C	***	●●●●●	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.					
Gibbering Hyenas	SC	C	***	●●●●●	AI
Gibbering Hyenas cannot block black creatures. 3/2.					
Gift of the Woods	EC	C	***	●●●●●	AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain 1 life.					
Glyph of Reincarnation	INS	C	***	●●●●●	LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.					
Gorilla Berserkers	SC	C	***	●●●●●	AI
Trample, rampage: 2. Cannot be blocked by less than three creatures. 2/3.					
Gorilla Chieftain	SC	C	***	●●●●●	AI
● Regenerate. 3/3.					
Gorilla Pack	SC	C	***	●●●●●	IA
Forehome. 3/3.					
Granger Guildmage	SC	C	***	●●●●●	MG
●, ●. Target creature gains first strike. ●. Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.					
Grizzly Bears	SC	C	***	●●●●●	L,U,R,4th,5th
2/7.					
Hail Storm	INS	U	***	●●●●●	AI
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.					
Hall of Gemstones	EW	R	***	●●●●●	MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land only produces mana of the chosen color.					
Harrow	INS	U	***	●●●●●	TM
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.					
Harvest Wurm	SC	C	***	●●●●●	WL
When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm. 3/2.					
Hearthwood Dryad	SC	C	***	●●●●●	TM
Hearthwood Dryad can block creatures with shadow. 2/1.					
Hearthwood Giant	SC	R	***	●●●●●	TM
● Sacrifice a forest: Giant deals 2 damage to target player. 4/4.					
Hearthwood Treetail	SC	U	***	●●●●●	TM
Forewalk. 3/4.					
Hermist Druid	SC	R	***	●●●●●	SH
● Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard. 1/1.					
Hidden Path	EN	R	***	●●●●●	DK
All green creatures gain forestwalk.					
Hornet Cobra	SC	C	***	●●●●●	TM
First strike. 2/1.					
Horned Silver	SC	U	***	●●●●●	LG
All Silvers gain trample. 2/2.					
Hot Springs	EL	R	***	●●●●●	IA
● Tap land Hot Springs enchants to prevent 1 damage to any target.					
Hungry Mist	SC	C	***	●●●●●	HL,5th
During your upkeep, pay ● or bury Hungry Mist. 6/2.					
Hurricane	SOR	U	***	●●●●●	L,U,R,4TH,IA,5th
Do X damage to all players and flying creatures.					
Ice Storm	SOR	U	***	●●●●●	L,U
Destroy any one land.					
Ichneumon Druid	SC	U	***	●●●●●	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.					
Ifth Eff Effret	SC	R	***	●●●●●	AN
Flying. ● Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.					
Instill Energy	EC	U	***	●●●●●	L,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.					
Ironroot Treetail	SC	C	***	●●●●●	L,U,R,4th,5th
3/5.					
Jackalope Herd	SC	C	***	●●●●●	EX
If you play any spell, return Jackalope Herd to owner's hand. 4/5.					
Jahrlull Wurm	SC	C	***	●●●●●	IA,5th
Jahrlull Wurm gets -2/-1 for each extra creature blocking it. 6/6.					
Jalrael's Centaur	SC	C	***	●●●●●	MG
Flanking. Cannot be the target of spells or effects. 2/2.					
Joven's Ferrets	SC	C	***	●●●●●	HL
If Ferrets attack, they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.					
Jungle Patrol	SC	R	***	●●●●●	MG
● Put a Wood token into play. Treat as 0/1 green creature that counts as a wall. Sacrifice a token. Add ● to your mana pool. 3/2.					
Jungle Wurm	SC	C	***	●●●●●	MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.					
Juniper Orator Druid	SC	C	***	●●●●●	IA
● Untap a land of your choice. 1/1.					
Karoo Meerkat	SC	U	***	●●●●●	MG
Protection from blue. 2/1.					

Name	Kind	CR	Rating	Cost	Sets Found
Katabatic Winds	EN	R	***	●●●●●	VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes ● in the activation cost.					
Kaysa	SL	R	***	●●●●●	AI
All green creatures you control get +1/+1. 2/3.					
Keeper of the Beasts	SC	R	***	●●●●●	EX
● Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you. 1/2.					
Killer Bees	SC	U	***	●●●●●	L6,4th,5th
Flying. ● Give Bees +1/+1 until end of turn. 0/1.					
King Cheetah	SC	C	***	●●●●●	VS
You may play King Cheetah whenever you can play an instant. 3/2.					
Kraklin	SC	U	***	●●●●●	TM
Comes into play with X +1/+1 counters on it. ● Regenerate. 0/0.					
Kudzu	EL	R	***	●●●●●	L,U,R
When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it on any other land in play.					
Kyscu Drake	SC	U	***	●●●●●	VS
Flying. ● +0/+1 until end of turn. (Max ●) Sacrifice Kyscu and Spitting Drake: Search your library for Vishnov Dragon and put it into play. 2/2.					
Land Leeches	SC	C	***	●●●●●	DK,4th
First strike. 2/2.					
Leaping Lizard	SC	C	***	●●●●●	HL
Flying and -0/-1 until the end of turn. 2/3.					
Ley Druid	SC	U	***	●●●●●	L,U,R,4th,5th
● Untap a land of your choice. 1/1.					
Lhurgoyf	SC	R	***	●●●●●	IA,5th
● equals the total number of creatures in all graveyards. */+1.					
Lichenthrapo	SC	R	***	●●●●●	VS
For each 1 damage dealt to Lichenthrapo, put a -1/-1 counter on it instead. During your upkeep, remove one of these counters from Lichenthrapo. 5/5.					

STUMPERS



Q: When you cast *Fling*, can you sacrifice more than one creature? —Anthony Julian, Brooklyn, N.Y.

A: No. On spells, the "cost: effect" wording just means that the cost part is still gone even if the spell is countered. It doesn't mean that you can pay the cost more than once to get multiples of the effect. Similarly, you cannot discard 5 cards to cast a 20-point *Sonic Burst*, or sacrifice more than one land to a *Narrow*.

Liege of the Hollows	SC	R	***	●●●●●	WL
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 green Squirrel tokens into play. 3/4.					
Lifeforce	EN	U	***	●●●●●	L,U,R,4th,5th
● Counter a black spell as it is being cast.					
Lifeflare	INT	R	***	●●●●●	L,U,R,4th
Changes the color of one card in play to green.					
Living Artifact	EA	R	***	●●●●●	L,U,R,4th,5th
Put one counter on target artifact for each life you lose. During your upkeep, you may trade one and only one counter for 1 life.					
Living Lands	EN	R	***	●●●●●	L,U,R,4th,5th
Treat all forests in play as 1/1 creatures.					
Living Plane	EW	R	***	●●●●●	LG
All lands are now also 1/1 creatures.					
Llanowar Behemoth	SC	U	***	●●●●●	WL
Tap a creature you control +1/+1 until end of turn. 4/4.					
Llanowar Druid	SC	C	***	●●●●●	WL
● Sacrifice Llanowar Druid: Untap all forests. 1/2.					
Llanowar Elves	SC	C	***	●●●●●	L,U,R,4th,5th
● Add ● to your mana pool. 1/1.					
Llanowar Sentinel	SC	C	***	●●●●●	WL
When Llanowar Sentinel comes into play, you may pay ● to search your library for a Llanowar Sentinel card. Put that card into play. 2/3.					
Locust Swarm	SC	U	***	●●●●●	MG
Flying. ● Regenerate. ● Untap Locust Swarm. Use only once each turn. 1/1.					
Lowland Basilisk	SC	C	***	●●●●●	SH
Whenever Lowland Basilisk damages any creature, destroy that creature at end of combat. 1/3.					
Lure	EC	U	***	●●●●●	L,U,R,4TH,IA,5th
All creatures that can block target creature must do so.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Lure of Prey	INS	R	***	●●●●●	MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.					
Lurker	SC	R	***	●●●●●	DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.					
Maddening Wind	EC	U	***	●●●●●	IA
● During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.					
Mammoth Harness	EC	R	***	●●●●●	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.					
Manabond	EN	R	***	●●●●●	EX
During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.					
Mana	SC	R	***	●●●●●	MG
● is equal to the number of cards in your hand. */ =.					
Marsh Viper	SC	C	***	●●●●●	DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.					
Master of the Hunt	SC	R	***	●●●●●	LG
●●●●● Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.					
Meatgrinder	SOR	C	***	●●●●●	AN,CH
Sacrifice a creature to gain mana equal to its casting cost + 1. This mana can be of any one color, but it can only be used for summon spells.					
Mindbender Spores	SC	R	***	●●●●●	MG
Flying. Whenever Spores blocks a creature, put four counters on the creature. During controller's upkeep, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.					
Mirri, Cat Warrior	SL	R	***	●●●●●	EX
Mirri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.					
Mirri's Gule	EN	R	***	●●●●●	TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.					
Monarch Pack	SC	R	***	●●●●●	TM
If Monarch Pack is put into any graveyard from play during combat, put four Hawk tokens into play. Treat these tokens as 1/1 green creatures. 4/1.					
Mortal Wound	EC	C	***	●●●●●	VS
If damage is dealt to enchanted creature, destroy it.					
Moss Monster	SC	C	***	●●●●●	LG
3/6.					
Myndara Lion	SC	C	***	●●●●●	MG
If Myndara Lion attacks, defending player may pay ● to have it deal no combat damage this turn. 2/1.					
Mulch	SOR	C	***	●●●●●	SH
Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.					
Muscle Sliver	SC	C	***	●●●●●	TM
All Slivers get +1/+1. 1/1.					
Mwanzuli Ooze	SC	R	***	●●●●●	WL
●●●●● Mwanzuli Ooze has power and toughness each equal to 1 plus its last paid cumulative upkeep. 1-2*/1+.					
Nat's Asp	SL	R	***	●●●●●	AN,4th
If Nat's Asp damages opponent, it deals an additional 1 damage during opponent's next upkeep unless ● is paid before then. 1/1.					
Natural Balance	SOR	R	***	●●●●●	MG
Each player with six or more lands sacrifices enough lands to reduce his total to five. Each player with four or fewer lands may search his library for enough basic land to bring his total to five and put them into play.					
Natural Order	SOR	R	***	●●●●●	VS
Sacrifice a green creature. Search your library for a green creature, put it into play as if it were just played, then shuffle your library.					
Natural Selection	INS	R	***	●●●●●	LU
Look at top three cards of any library. You may then shuffle that library.					
Natural Spring	SOR	C	***	●●●●●	TM
Target player gains 8 life.					
Nature's Chosen	EC	U	***	●●●●●	AI
Play on one of your creatures. ●●●●● Untap creature. Use only during your turn and only once per turn. ●●●●● Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.					
Nature's Kiss	EC	C	***	●●●●●	WL
●●●●● Remove top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.					
Nature's Lore	SOR	U	***	●●●●●	IA,5th
Search your library for one forest and put it into play.					
Nature's Resurgence	SOR	R	***	●●●●●	WL
In his or her graveyard, each player draws a number of cards equal to the number of creature cards in his or her graveyard.					
Nature's Revolt	EN	R	***	●●●●●	TM
All lands are 2/2 creatures.					
Nature's Wrath	EN	R	***	●●●●●	AI
During your upkeep, pay ● or bury Wrath. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent. Whenever a player puts an island or a blue permanent into play, he sacrifices an island or a blue permanent.					
Needle Storm	SOR	U	***	●●●●●	TM
Needle Storm deals 4 damage to each creature with flying.					
Nettletooth Djinn	SC	R	***	●●●●●	MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.					
Niall Silvain	SC	R	***	●●●●●	DK
●●●●●●●● Regenerate target creature. 2/2.					
Night Soil	EN	C	***	●●●●●	FE
●●●●● Take two creatures in any graveyard and remove them from the game to put a Sprouting token, a 1/1 green creature, into play.					
Nurturing Lich	SC	U	***	●●●●●	TM
●●●●● Lich loses this ability and becomes a creature enchantment that reads "●●●●● Regenerate enchanted creature" instead of a creature. Move Lich onto target creature. You may pay ● to end this effect. 1/1.					
Oath of Druids	EN	R	***	●●●●●	EX
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.					
Overgrowth	SL	R	***	●●●●●	SH
Whenever enchanted land is tapped for mana, it produces an additional ●.					
Overrun	SOR	U	***	●●●●●	TM
All creatures you control get +3/+3 and gain trample until end of turn.					
Pale Bears	SC	R	***	●●●●●	IA
Hindwalk. 2/2.					
Panther Warriors	SC	C	***	●●●●●	VS
6/3.					
People of the Woods	SC	U	***	●●●●●	DK
●●●●● number of forests you control. 1/*.					
Pincher Beetles	SC	C	***	●●●●●	TM
Pincher Beetles cannot be the target of spells or abilities. 3/1.					

MAGIC

The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Fixie Queen	SC	R	••	••••	LG
••••: Give target creature flying until end of turn. 1/1.					
Plated Rootwalla	SC	••	••	••	EX
••••: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn. 3/3.					
Powerleech	EN	U	•••	••••	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifact is paid.					
Pradesh Eysies	SC	•	•••	••••	LG, 4th, 5th
••••: Give target creature -2/-2 until end of turn. 1/1.					
Predatory Hunger	EC	•	••	••	EX
Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.					
Preferred Selection	EN	R	•••	••••	MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay •••• to draw the card.					
Primal Order	EN	R	••••	••••	HL, 5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.					
Primal Rage	EN	U	••	••	SH
All creatures you control gain trample.					
Provoka	INS	•	••	••	SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.					
Pygmy Allosaurus	SC	R	•••	••••	IA
Swarmwalk 2/2.					
Pygmy Troll	SC	•••	•••	••••	EX
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn.					
••••: Regenerate Pygmy Troll. 1/1.					
Pykinto	SC	•	••	••	IA
Draw a card at start of the turn after Pykinto comes into play. 1/1.					
Quirion Druid	SC	R	•••	••••	VS
••••: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.					
Quirion Elves	SC	••••	••	••	MG
When you play Quirion Elves, choose a color. ••: Add one mana of the chosen color to your mana pool. ••: Add •• to your mana pool. 1/1.					
Quirion Ranger	SC	•	••	••	VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.					
Rabid Wolverines	SC	•••	•••	••••	EX
For each creature that blocks it, Rabid Wolverines gets +1/+1 until end of turn. 4/4.					
Rabid Wombat	SC	U	••	••••	LG, CH, 5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.					
Radian Spirit	SC	U	••	••••	LG, 4th, 5th
••••: Target creature loses flying ability until turn ends. 3/2.					
Rampant Growth	INS	•••	•••	••••	MG, TM
Search your library for a basic land card and put it into play, tapped.					
Target Anchor	INS	•	••	••	TM
Target creature loses shadow until end of turn. Draw a card.					
Reop	INS	U	••	••	TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.					
Rebirth	SOR	R	••	••••	LG, 4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.					
Reclaim	INS	•••	•••	••••	EX
Put target card from your graveyard on top of your library.					
Recycle	EN	R	••	••	TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.					
Redwood Treefolk	SC	•	••	••	WL
3/6					
Regeneration	EC	•	••	••	LUR, 4th, 4th, 5th
••••: Regenerate enchanted creature.					
Regrowth	SOR	U	••••	••	L, U, R
Bring a card from your graveyard into your hand.					
Reincarnation	INS	U	••	••	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.					
Renewal	SOR	•	••	••	HL
Sacrifice a land to search your library and put a basic land into play. Contribute.					
Respite	INS	•	••	••	TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.					
Resuscitate	INS	U	••	••	EX
Until end of turn, each creature you control gains ••••: Regenerate this creature.					
Revelation	EW	R	••	••	LG, CH
All players play with their hands face up.					
Rime Dryad	SC	•	••	••	IA
Snow-covered forestwalk. 1/2.					
Ritual of Subdual	EN	R	••	••	IA
CU: •• All mana-producing lands now produce colorless mana.					
River Boa	SC	••••	•••	••	VS
Islandwalk. ••••: Regenerate. 2/1.					
Rogue Elephant	SC	•••	••	••	WL
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.					
Root Maze	EN	R	••	••	TM
All artifacts and lands come into play tapped.					
Rootbreaker Wurm	SC	•	••	••	TM
Trample. 6/6.					

Name	Description	Kind	CR	Rating	Cost	Sets Found
Roots	Top target creature without flying. That creature does not unmap.	EC	U	••	••	HL
Roots of Life	Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.	EN	U	•••	••••	MG
Root Spider	SC	U	••	••	••	HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.						
Rootwalla	SC	•	••	••	••	TM
••••: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.						
Rootwater Alligator	SC	•	••	••	••	EX
Sacrifice a forest: Regenerate Rootwater Alligator. 3/2.						
Rowen	EN	R	•••	•••	••	VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.						
Rust	INT	•	••	••	••	LG
Counter target artifact effect that requires an activation cost.						
Rysorian Badger	SC	R	••	••	••	HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.						
Sabertooth Cobra	SC	••	••	••	••	MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays •• before then to prevent this effect. 2/2.						
Skyshroud Troopers	SC	•	••	••	••	SH
••••: Add •• to your mana pool. Play this ability as a mana source. 3/3.						
Skyshroud War Beast	SC	R	•••	•••	••	EX
Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. ••••.						
Snowblind	EC	R	••	••	••	IA
Target creature gets ••••: •• is the number of snow-covered lands the defender controls when creature attacks. Otherwise, • equals number of snow-covered lands creature's controller owns.						
Song of Serenity	EN	U	••	••	••	EX
Creatures with any enchantments on them cannot attack or block.						
Spectral Bears	SC	U	••	••	••	HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.						
Spider Climb	EC	•	••	••	••	VS
You may play Spider Climb as an instant; if you do, bury it at end of turn. Creature gets +0/+3 and can block creatures with flying.						
Spike Breeder	SC	R	••	••	••	SH
Breeder comes into play with three +1/+1 counters on it. ••••: Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. ••••: Remove a +1/+1 counter from Breeder. Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.						
Spike Colony	SC	••	••	••	••	SH
Spike Colony comes into play with four +1/+1 counters on it. ••••: Remove a +1/+1 counter from Colony. Put a +1/+1 counter on target creature. 0/0.						

COMBOS UNGLUED



Elvish Impersonators and Erratic Portal: The Elvis wannabes are cool, but unpredictable. You may get a 6/6 creature; you may get 1/2... who knows? So why not defy the odds and keep recasting your Elvish Impersonators until you're happy with the result? One zap of your handy-dandy Erratic Portal and they're back in your hand and ready to come back out on stage one more time.

Sandstorm	INS	•	••	••	••	AN, 4th, MG
Do 1 damage to all attacking creatures.						
Savven Elves	SC	•	••	••	••	IN
••••: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	•	••	••	••	IA, 5th
7/6.						
Scarwood Bandits	SC	R	•••	•••	••	DK
Forewalk. ••••: Control target artifact. Opponent may counter this by paying ••. You lose control of artifact if Bandits leave play. 2/2.						
Scarwood Hag	SC	U	••	••	••	DK
••••: Give target creature forestwalk until end of turn. ••: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	•	••	••	••	DK, CH, 5th
••••: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scragnoth	SC	•	••	••	••	TM
Protection from blue. While Scragnoth is being cast, it cannot be countered. 3/4.						
Scrib Sprites	SC	•	••	••	••	L, U, R, 4th, 5th
Flying. 1/1.						
Seedling Heart	INS	•	••	••	••	MG
Return target creature enchantment to owner's hand, or regenerate a green creature, or target creature gets trample until end of turn.						
Seeds of Innocence	SOR	R	••	••	••	MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.						
Seeker of Skybreak	SC	•	••	••	••	TM
••••: Untap target creature. 2/1.						
Serene Heart	INS	•	••	••	••	MG
Destroy all local enchantments.						
Shambling Strider	SC	•	••	••	••	IA
••••: +1/-1 until end of turn. 5/5.						
Shandori Dryads	SC	•	••	••	••	L, U, R, 4th, 5th
Forewalk. 1/1.						
Shelkin Brownie	SC	•	••	••	••	LG
••••: Remove banding ability from target creature until end of turn. 1/1.						
Shrink	INS	•	••	••	••	HL, 5th
Target creature gets -5/0 until the end of turn.						
Singing Tree	SC	R	••	••	••	AN
••••: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Skyshroud Archer	SC	•	••	••	••	SH
••••: Target creature with flying gets -1/-1 until end of turn. 1/1.						
Skyshroud Elf	SC	•	••	••	••	TM
••••: Add •• to your mana pool. ••••: Add •• to your mana pool. 1/1.						
Skyshroud Elite	SC	U	••	••	••	EX
Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands. 1/1.						
Skyshroud Ranger	SC	•	••	••	••	TM
••••: Choose a land in your hand and put it into play. Play as a sorcery. 1/1.						
Skyshroud Troll	SC	•	••	••	••	TM
••••: Regenerate Skyshroud Troll. 3/3.						

Spike Drone	SC	•	••	••	••	TM
Spike Drone comes into play with one +1/+1 counter on it. ••••: Remove a +1/+1 counter from Drone. Put a +1/+1 counter on target creature. 0/0.						
Spike Feeder	SC	U	••	••	••	SH
Spike Feeder comes into play with two +1/+1 counters on it. ••••: Remove a +1/+1 counter from Spike Feeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0.						
Spike Hatchar	SC	R	••	••	••	EX
Spike Hatchar comes into play with six +1/+1 counters on it. ••••: Remove a +1/+1 counter from Spike Hatchar. Put a +1/+1 counter on target creature. ••••: Remove a +1/+1 counter from Spike Hatchar. Regenerate Spike Hatchar. 0/0.						
Spike Rogue	SC	U	••	••	••	EX
Spike Rogue comes into play with two +1/+1 counters on it. ••••: Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on target creature. ••••: Remove a +1/+1 counter from any creature you control. Put a +1/+1 counter on Spike Rogue. 0/0.						
Spike Soldier	SC	U	••	••	••	SH
Soldier comes into play with three +1/+1 counters on it. ••••: Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.						
Spike Weaver	SC	R	••	••	••	EX
Spike Weaver comes into play with three +1/+1 counters on it. ••••: Remove a +1/+1 counter from Spike Weaver. Put a +1/+1 counter on target creature. ••••: Remove a +1/+1 counter from Spike Weaver. Creatures deal no combat damage this turn. 0/0.						
Spike Worker	SC	•	••	••	••	SH
Worker comes into play with two +1/+1 counters on it. ••••: Remove a +1/+1 counter from Worker. Put a +1/+1 counter on target creature. 0/0.						
Spined Wurm	SC	•	••	••	••	SH
5/4.						
Spitting Slug	SC	U	••	••	••	DK
••••: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.						
Splittering Wind	EN	•	••	••	••	AI
••••: Do one damage to target creature. Put a Splitter token into play. Treat as a 1/1 flying green creature with CU: •• if this token leaves play, it deals 1 damage to you and to each creature you control.						
Spore Cloud	INS	•	••	••	••	FE
Tap all blocking creatures. No creatures in combat do no damage. No creatures in combat untap as normal during that controller's next untap phase.						
Spore Flower	SC	U	••	••	••	FE
Put a creature on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.						
Stalking Tiger	SC	•	••	••	••	MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.						
Stampede	INS	R	••	••	••	IA, 5th
All attacking creatures get trample and +1/+0 until end of turn.						
Stampeding Wildebeests	SC	U	••	••	••	VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.						
Storm Seeker	INS	U	••••	••	••	LG, CH
Do 1 damage to opponent for every card he has in hand.						

Key	ARI Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
	AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
	CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

Willow Faerie	SC	C	●●	●●●	HL
Flying 1/2					
Willow Firessless	SC	R	●●●	●●●●	HL
◆ Take a Faerie from your hand and put it directly into play. Target green creature gets protection from black until the end of turn. 2/2					
Willow Satyr	SC	R	●●●	●●●●	LG
◆ Gain control of target legend. Lose control of this legend if Satyr untapped. Leaves your control. You may leave Satyr tapped. 1/1					
Wind Shear	SC	U	●●●●	●●●●●	VS
◆ All attacking flying creatures: cut -2/2 and lose flying until end of turn.					
Winter Bell	SC	R	●●●●	●●●●●	LG, 4th, 5th
◆ Tap X target creatures. Do 2 damage to each target flying creature.					
Winter's Grace	SC	U	●●●●	●●●●●	TM
◆ Destroy target land.					
Wolverine Pack	SC	C	●●	●●●●	LG, 5th
Rampage: 2, 2/4.					
Wood Elemental	SC	R	●●●●	●●●●●	LG
◆ Sacrifice * untapped forests when casting Wood Elemental. */*.					
Wood Elves	SC	C	●●●●	●●●●●	EX
◆ When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
Woolly Mammoths	SC	C	●●	●●●●	IA
◆ Gains trample if you control any snow-covered lands. 3/2.					
Woolly Spiders	SC	C	●●●●	●●●●●	IA
◆ Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.					
Worldly Tutor	INS	U	●●●●	●●●●●	MG
◆ Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.					
Wormwood Treefolk	SC	R	●●●●	●●●●●	DK
◆ Forestwalk until end of turn and you take 2 damage. ●●●●					
◆ Swampwalk until end of turn and you take 2 damage. 4/4.					
Wythil Wolf	SC	R	●●●●	●●●●●	AM, 5th
◆ Give a creature +1/+1 until end of turn. 1/1.					
Yavimaya Ancients	SC	C	●●●●	●●●●●	AI
◆ +1/2 until end of turn. 2/7.					
Yavimaya Ants	SC	U	●●●●	●●●●●	AI
◆ Trample. CU: ●●●. Unaffected by summoning sickness. 5/1.					
Yavimaya Gnats	SC	U	●●●●	●●●●●	IA
◆ Flying. ◆ Regenerate. 0/1.					

Wall of Wood 0/3	SC	C	•	•	•	L, U, R, 4th
Wonderlust Do 1 damage to controller of target creature during upkeep.	EC	U	••			L, U, R, 4th, 5th
War Mammoth Trample 3/3.	SC	C	•••			L, U, R, 4th, 5th
Worthing Swampwalk: 3/2.	SC	C	•	•	•	VS
Wreath Target creature gains +0/+2 and may block flying creatures.	EC	R	•	•		L, U, R, 4th
Whispergale If target does not regenerate or is a target of damage-preventing effects, it target goes to graveyard, remove it from the game. 1/1.	SC	U	•	•		DK L, U, R, 4th, 5th
Whirling Defense Protection from black. Gains +1/+1 if it damages opponent. 1/1.	SC	C	•	•		LG, 4th, 5th
Whip Vine Can block flying creatures. You may choose not to untap Vine during untap phase. •• Top target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains topped. 1/4.	SC	C	•	•		AI
Whiteout All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.	INS	U	•••			IA
Winglo Put six +1/+1 counters on Winglo. During your upkeep, put a +1/+1 counter on Winglo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Winglo. 0/0	SC	R	•••			IA
Wim Elephant Trample. 3/3.	SC	C	•••			MG
Wild Growth Target land provides an EL • when tapped for mana	EL	C	•	•		L, U, R, 4th, IA, 5th

Active Yokkano	INS	C			16, CH
Destroy blue permanent or return an island to owner's hand.	SC	U	●	●	LG
Arathi Berserkers	SC	U	●	●	LG
Rampage: 3/2/4.	EN	U	●	●	WL
Flash	EN	U	●	●	WL
When any creature comes into play, Flash deals 2 damage to that creature.	SOR	C	●	●	TM
Aftershock	SOR	C	●	●	TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.	SC	U	●	●	AI
Agent of Stromgald	SC	U	●	●	AI
● Add ● to your mana pool. 1/1.	EC	C	●	●	MG
Agility	EC	C	●	●	MG
Enchanted creature gets +1/+1 and gains flanking.	U	●	●	●	MG
Aggression	U	●	●	●	MG
Target non-wall creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	SC	U	●	●	AN, CH
Aladdin	SC	U	●	●	AN, CH
● Steal an artifact. 1/1.	INS	C	●	●	HL
Alcatraz	INS	C	●	●	HL
Flip a coin; if you win, target creature gets +1/+1 until end of turn. Contingency	SC	U	●	●	AN, 4th
Al Baha	SC	U	●	●	AN, 4th
● Top a walk. 1/1.	INS	C	●	●	HL
Albano's Tower	INS	C	●	●	HL
Target defending creature gains +3/+1 until end of turn	SC	R	●	●	AN
Ali from Cairn	SC	R	●	●	AN
You cannot be reduced below 1 life due to damage. 0/1.	INS	C	●	●	HL
Ambush	INS	C	●	●	HL
All blocking creatures get first strike.	SC	U	●	●	HL 5th
Ambush Party	SC	U	●	●	HL 5th
First strike. May attack the turn it comes into play on your side. 3/1.	EN	R	●	●	SH
Amak	EN	R	●	●	SH
● Discard a card at random. Put a +1/+1 counter on target creature.	EN	R	●	●	HL
An Zenin Rites	EN	R	●	●	HL
A creature type of your choice does not untap during untap phase.	SC	U	●	●	HL
Anaba Ancestor	SC	U	●	●	HL
● Target Minutaur gets +1/+1 until end of turn. 1/1.	SC	U	●	●	HL
Anaba Bodyguard	SC	U	●	●	HL
First strike. 2/3.	SC	U	●	●	HL
Anaba Shaman	SC	U	●	●	HL
● Deal 1 damage to target creature or player. 2/2	SC	U	●	●	HL
Anaba Spirit Crafter	SC	U	●	●	HL
All minotaurs get +1/+0. 1/3.	SC	U	●	●	IA
Anarchy	SC	U	●	●	IA
Destroy all white permanents.	SC	U	●	●	EX
Anarchist	SC	U	●	●	EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.	EN	R	●	●	TM
Ancient Runes	EN	R	●	●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.	SOR	R	●	●	TM
Apocalypse	SOR	R	●	●	TM
Remove all permanents from the game. Discard your hand.	SC	U	●	●	MG
Armor or Guidemage	SC	U	●	●	MG
● Target creature gets +1/+0. ● Target gets +0/+1. 1/1.	INT	C	●	●	AQ
Artifact Blast	INT	C	●	●	AQ
Counter an artifact as it is being cast.	SC	U	●	●	AQ, R, 5th
Atog	SC	U	●	●	AQ, R, 5th
● Sacrifice an artifact: +2/+2. 1/2.	SOR	U	●	●	IA
Avalanche	SOR	U	●	●	IA
Destroy X snow-covered lands.	U	●	●	●	LG
Barecraft	U	●	●	●	LG
Do half the damage (round down) done by one sorcery to its caster.	SC	U	●	●	IA
Baldurion Barbarians	SC	U	●	●	IA
3/2.	SC	R	●	●	AI
Baldurion Horde	SC	R	●	●	AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.	SC	R	●	●	IA
Baldurion Hydra	SC	R	●	●	IA
Put X +1/+0 counters on Hydra when it comes into play. ● Remove a +1/+0 counter to prevent 1 damage to Hydra. ●● Put a +1/+0 counter on Hydra during your upkeep. 0/1.	SC	R	●	●	IA

MAGIC

The Gathering®

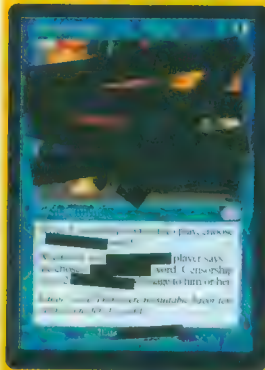
players guide

Name	Description	Kind	CR	Rating	Cost	Sets Found
Balruvin War-Makers	Ramage 1 War-Makers is unaffected by summoning sickness. 3/3	SC	C	••	••••	AI
Ball Lightning	Trample. Ball lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1	SC	R	••••	••••	DK, 4th, 5th
Barbarian Guards	••• Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2	SC	C	••	••	IA
Barbed Silver	First Silver gains "2. This creature gets -1/+0 until end of turn." 2/2	SC	U	••	••	TM
Barraging Attack	Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.	INS	P	•••	••••	MG
Battle Frenzy	INS C •• 2	INS	C	••	••	IA
Beasts of Bogardan	All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.	SC	U	••	••	LG, CH
Bestial Fury	Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.	EC	C	••	••	AI
Betrathed of Fire	Sacrifice an untapped creature. Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature. All creatures you control get +2/+0 until end of turn.	EC	C	•	1	WL
Bird Maiden	SC C •• 2	SC	C	••	••	AN, 4th, 5th
Blazing Fly	When played in the graveyard from play, Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3	SC	C	••	1	LG
Blind Fury	All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.	INS	U	••	••	MG
Blistering Barrier	Counts as a wall. 5/2.	SC	C	••	••	MG

Name	Description	Kind	CR	Rating	Cost	Sets Found
Brassclaw Orcs	Cannot be assigned to block creatures of power greater than 1. 3/2	SC	C	••	••	FE, 5th
Brothers of Fire	Do 1 damage to any target and 1 damage to you. 2/2.	SC	C	••	••	DK, 4th, 5th
Brute, the	Target creature gains +1/+0. Regenerates.	EC	C	••	••	LG, 4th, 5th
Builder's Bone	Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bone deals 1 damage to that artifact's controller.	SOR	C	••	••	MG
Burnout	Counter target blue spell.	INT	U	••	••	AI
Burning Palm Eel	Do 2 damage to a flying creature, it loses flying for this turn. 2/2	SC	U	••	••	MG
Burning Shield Adept	First strike until end of turn. 2/2	SC	C	••	••	MG
Burrowing	Target creature gains mountainwalk.	SC	R	••	••	L, U, R, 4th
Canyon Drake	Flying. Discard a card at random. Canyon Drake gets +2/+0 until end of turn. 1/2.	SC	R	••	••	TM
Canyon Wildcat	Mountainwalk. 2/1	SC	C	••	••	TM
Cave People	People get -1/2 until end of turn when they are attacking. 3/3.	SC	U	••	••	DK, 4th, 5th
Chains of Despair	Target creature mountainwalk until end of turn. 1/4	EN	R	••	••	LG
Chain Lightning	Do 3 damage to any target. The target or target's controller may pay for Chain Lightning to do 3 damage to a target of his choosing.	SOR	C	••	••	LG
Chandler	Destroy target artifact creature. 3/3	SC	C	••	••	HL
Chaos Charm	Target creature is unaffected by summoning sickness this turn, or Chaos Charm deals 1 damage to a creature, or destroy target wall.	INS	C	••	••	MG
Chaos Harqueen	Remove top card of your library from game. If it's a land, Harqueen gets -4/-0 until end of turn; otherwise, Harqueen gets -2/-0. 2/4	SC	R	••	••	AI
Chaosace	Changes the color of a card being played or in play to red.	INT	R	••	••	L, U, R, 4th
Chaos Lord	First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7	SC	R	••	••	IA
Chaos Moon	If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	••	••	IA

Name	Description	Kind	CR	Rating	Cost	Sets Found
Compulsing Lizard	Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Lizard onto target creature. You may pay to end this effect. 2/2.	SC	U	••	••	SH
Croven Giant	Croven Giant cannot block. 4/1.	SC	C	••	••	SH
Crevasse	Creatures with mountainwalk may be blocked.	EN	U	••	••	LG
Crimson Helkite	Flying. Do X damage to target creature. Spend red mana only. 6/6.	SC	R	••	••	MG
Crimson Kobolds	Crimson Kobolds are red creatures. 0/1	SC	C	••	••	LG
Crimson Manticores	Flying. Do 1 damage to an attacking or blocking creature. 2/2	SC	R	••	••	LG, 4th, 5th
Crimson Roc	Flying. If Roc blocks a nonflying creature, it gets +1/+0 and first strike until end of turn. 2/2	SC	U	••	••	MG
Crookshank Kobolds	Crookshank Kobolds are red creatures. 0/1	SC	C	••	••	LG
Crown of Flames	Enchanted creature gets +1/+0 until end of turn. Return Crown of Flames to owner's hand.	EN	R	••	••	TAM
Curse of Mart Luge	Tap all Islands when Curse of Mart Luge comes into play. Islands do not untap during their controller's untap phase.	EN	R	••	••	IA
Deedshot	Tap target creature. That creature deals damage equal to its power to another target creature.	SOR	R	••	••	TAM
Death Spark	Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay to pick up Spark.	INS	U	••	••	AI
Desert Nomads	Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	••	••	AN
Desperate Gambit	Flip a coin, target opponent calls heads or tails while coin is in the air. If the flip ups in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.	INS	U	••	••	WL
Detonate	Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.	SOR	U	••	••	AQ, 4th, 5th
Dis Harmony	Untap target attacking creature and gain control of it until end of turn.	INS	R	••	••	LG
Disintegrate	Do X damage to target. If target dies this turn, remove it from game.	SOR	C	••	••	L, U, R, 4th, 5th
Dizzing Gaze	Play Dizzing Gaze only on a creature you control. Enchanted creature deals 1 damage to target creature with flying.	EC	C	••	••	EX
Dragon Whelp	Flying. +1/+0; if more than 0 is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	••	••	L, U, R, 4th
Duct Crawler	Target creature cannot block. Duct Crawler this turn. 1/1.	SC	C	••	••	SH
Dwarven Armorer	Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••	••	FE
Dwarven Army	Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	••	••	IA
Dwarven Berserker	If Berserker is blocked, it gets +3/+0 & gains trample until turn ends. 1/1	SC	C	••	••	WL
Dwarven Catapult	Do X damage, divided evenly among all of opponent's creatures.	INS	U	••	••	FE, 5th
Dwarven Demolition Team	Destroy target wall. 1/1.	SC	U	••	••	L, U
Dwarven Leveledancer	Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	••	••	FE
Dwarven Miner	Destroy target nonbasic land. 1/2	SC	U	••	••	MG
Dwarven Nomad	Target creature with power 2 or less is unblockable this turn. 1/1	SC	U	••	••	MG
Dwarven Pony	Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	••	••	HL
Dwarven Sea Clan	At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1	SC	U	••	••	HL
Dwarven Soldier	If Dwarven Soldier blocks or gets blocked by Orcs, it gains -0/-2 until end of turn. 2/1.	SC	C	••	••	FE, 5th
Dwarven Song	Change color of any number of target creatures to red until end of turn.	INS	U	••	••	LG
Dwarven Thaumaturgist	Switch power and toughness of target creature until end of turn. Effects that alter that creature's power after its toughness instead, and vice versa, until end of turn. 1/2	SC	R	••	••	WL
Dwarven Trader	1/1.	SC	C	••	••	HL
Dwarven Vigilantes	If Vigilantes attacks and is not blocked, you may have it deal no combat damage. If you do, Vigilantes deals damage equal to its power to target creature. 2/2.	SC	C	••	••	VS
Dwarven Warriors	Target creature of power no greater than 2 becomes unblockable. 1/1	SC	C	••	••	L, U, R, 4th, 5th
Dwarven Weaponsmith	Sacrifice an artifact. Add a +1/+1 counter to target creature. 1/1	SC	U	••	••	AQ, R
Earthbind	Do 2 damage to and remove flying ability from target flying creature. 4/5	EC	C	••	••	L, U, R, 4th
Earth Elemental	Do X damage to all players and nonflying creatures in play.	SOR	R	••	••	L, U, R, 4th, 5th
Earthquake	During each player's upkeep, that player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.	EW	R	••	••	VS
Elkin Lair	During each player's upkeep, that player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.	EW	R	••	••	VS
Eklundu Cyclops	If any creature you control attacks, Cyclops also attacks if able. 3/4.	SC	C	••	••	MG
Emberwilde Djinn	Flying. During each player's upkeep, he or she may pay to gain control of Emberwilde Djinn. 5/4.	SC	R	••	••	MG
Enraging Lizard	Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay to end this effect. 1/1.	SC	U	••	••	TAM

COMBOS UNCLUED



Censorship and Common Courtesy: Here's some Common Courtesy, without the courtesy part. With this enchantment in play, drop down a Censorship and name "please." When your opponent tries to ask permission without saying the magic word, be sure to quote the flavor text. If he still won't suck up the 2 damage, feel free to do him the courtesy of putting his countered spell in the graveyard.

Blood Frenzy	INS C •• 1	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.		
Blood Lust	INS C •• 1	LG, 4th, 5th
Target creature gets +4/-4. Its toughness cannot go below 1.		
Blood Moon	EN R •••• 2	DK, CH
Treat all non-basic lands as basic mountains.		
Bloodrock Cyclops	SC C •• 2	WL
Bloodrock Cyclops attacks each turn if able. 3/3.		
Bogardan Firebrand	SC C •• 2	WL
If Bogardan Firebrand is put into any graveyard from play, it deals 2 damage to target creature. 2/1		
Bogardan Phoenix	SC R •• 2	VS
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it. If Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3		
Boil	INS U •• 3	TM
Destroy all islands.		
Boiling Blood	INS C •• 2	WL
Target creature attacks this turn if able. Draw a card.		
Bone Shaman	EC R •• 2	IA
Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.		
Brand of Ul'Ornan	EC R •• 2	IA
CU • Target creature's controller may not cast summon spells.		

Chaosphere	EW R •• 2	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.		
Chaotic Goo	SC R •• 2	TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.		
Cinder Cloud	INS U •• 1	MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.		
Cinder Crawler	SC U •• 1	EX
Cinder Crawler gets +1/-0 until end of turn. Play this ability only if Cinder Crawler is blocked. 1/2		
Cinder Giant	SC U •• 2	WL
During upkeep, Giant deals 2 damage to other creatures you control. 5/3		
Cinder Wall	SC C •• 2	WL
If Cinder Wall blocks, destroy it at end of combat. 3/3.		
Cone of Flame	SOR U •• 2	WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.		
Conquer	EL U •• 3	IA, 5th
Take control of target land.		
Consuming Ferocity	EC U •• 1	MG
Play on a non-Wall. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if creature has 3 or fewer counters, bury the creature and it deals to its controller an amount of damage equal to its power.		

Key

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchantment World	L	Legendary Land	SL	Summon Legend
CR	Current Reality	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Description						Description						Description						
Enslaved Scout	SC	C	●●	●●	AI	Glyph of Destruction	INS	C	●●	●●	LG	Goblins of the Flare	SC	C	●●●	●●	DK, CH	
● Mountainwalk until end of turn. 2/2.						Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						Mountainwalk. Bury Goblins if you control any Dwarves 1/1.						
Eron the Relentless	SL	U	●●●	●●●	HL	Goblin Artisans	SC	U	●●	●●	AQ, CH	Goblin Snowman	SC	U	●●●	●●	IA	
●●●: Regenerates. Unaffected by summoning sickness. 5/2.						● Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.						Snowman neither takes nor deals damage in combat when blocking. ●: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Errantry	EC	C	●●●	●●	IA, 5th	Goblin Balloon Brigade	SC	U	●●●	●●	L, U, R, 4th	Goblin Swine-Rider	SC	C	●●●	●●	VS	
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						● Gains flying until end of turn. 1/1.						If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.						
Eternal Flame	SOR	R	●●	●●	DK	Goblin Bomb	EN	R	●●	●●	WL	Goblin Tinkerer	SC	C	●●●	●●	MG	
Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.						During your upkeep, you may choose to flip a coin. If the flip ends up in your favor, put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove five fuse counters from Goblin Bomb. Sacrifice Goblin Bomb: Do 20 damage to target player.						●●: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.						
Eternal Warrior	EC	C	●●	●●	LG, 4th, 5th	Goblin Bombardment	EN	U	●●	●●	TM	Goblin Vandal	SC	R	●●●	●●	WL	
Target creature does not tap to attack.						Sacrifice a creature: Bombardment deals 1 damage to target creature or player.						● Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn. 1/1.						
Evaporate	SOR	U	●●	●●	HL	Goblin Caves	EL	C	●●	●●	DK	Goblin War Drums	EN	C	●●●	●●	FE, 5th	
Deal 1 damage to each blue and white creature.						If target land is a basic mountain, all Goblins gain +0/+2.						Each attacker you control may not be blocked with less than two creatures.						
Falling Star	SOR	R	●●	●●	LG	Goblin Chirurgeon	SC	C	●●	●●	FE	Goblin Warrens	EN	R	●●●	●●	FE, 5th	
Flip Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and tucks if it survives.						Sacrifice a Goblin: Regenerate target creature. 0/2.						● Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.						
False Orders	INS	C	●●	●●	LU	Goblin Digging Team	SC	U	●●	●●	DK, 5th	Goblin Wizard	SC	U	●●	●●	DK	
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						● Sacrifice Digging Team to destroy target wall. 1/1.						● Put a Goblin from your hand directly into play. ● Give target Goblin protection from white until end of turn. 1/1.						
Fanning the Flames	SOR	U	●●	●●	SH	Goblin Elite Infantry	SC	C	●●	●●	MG	Gorilla Shaman	SC	C	●●	●●	AI	
Buyback. ● Do X damage to target creature or player.						If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.						●●: Destroy target non-creature artifact with casting cost of X. 1/1.						
Faint	INS	C	●●	●●	LG	Goblin Flootilla	SC	R	●●	●●	FE	Gorilla War Cry	INS	C	●●	●●	AI	
Top all creatures blocking target creature. Target deals no damage.						Islandwalk. At the start of the attack, pay ● or creatures blocking or blocked by Goblin Flootilla get first strike until end of turn. 2/2.						Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.						
Fervor	EN	R	●●	●●	WL	Goblin Grenade	SOR	C	●●	●●	FE	Grante Gorgyle	SC	R	●●	●●	L, U, R	
All creatures you control are unaffected by summoning sickness.						Sacrifice a Goblin: Deal 5 damage to target creature or player.						Flying. ●: +0/+1. 2/2.						
Fighting Chance	INS	R	●●	●●	EX	Goblin Grenadiers	SC	U	●●	●●	WL	Gravity Sphere	EW	R	●●	●●	LG	
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.						Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.						All creatures lose flying ability.						
Final Fortune	INS	R	●●	●●	MG	Goblin Hero	SC	C	●●	●●	DK, 5th	Gray Ogre	SC	C	●●	●●	L, U, R, 4th	
Take another turn. You lose the game at the end of that turn.						2/2.						2/2.						
Fire Drake	SC	U	●●	●●	DK, CH, 5th							Grizzled Wolverine	SC	C	●●	●●	IA	
Flying. ●: +1/+0. Only one ● can be used in this manner. 1/2.												●: +2/+0. Use only when Wolverine is blocked and only once. 2/2.						
Fire Elemental	SC	U	●●	●●	L, U, R, 4th							Guerrilla Tactics	INS	C	●●	●●	AI	
5/4												Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						
Fire Whip	EC	C	●●	●●	WL							Hammer of Bogardan	SOR	R	●●●	●●	MG	
Play only on a creature you control. Enchanted creature gains the ability: ● Do 1 damage to target creature or player. ● Sacrifice Fire Whip. Fire Whip deals 1 damage to target creature or player.											Do 3 damage to any target. ●●●: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.							
Fireball	SOR	C	●●●	●●	L, U, R, 4th, 5th							Hand to Hand	EN	R	●●	●●	TM	
Do X damage, divided evenly among any number of targets (round down). Pay ● for each target beyond the first.												Instants and abilities requiring activation cost cannot be played during combat.						
Fireblast	INS	C	●●	●●	VS							Havoc	EN	U	●●	●●	TM	
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.												Whenever target opponent casts a white spell, he or she loses 2 life.						
Firebreathing	EC	C	●●	●●	L, U, R, 4th, MG, 5th							Heart of Battle	EN	U	●●	●●	SH	
●: +1/+0.												Whenever any creature blocks, Heart of Battle deals 1 damage to that creature's controller.						
Firefly	SC	U	●●	●●	TM							Heart of Bogardan	EN	R	●●	●●	WL	
Flying. ●: Firefly gets +1/+0 until end of turn. 1/1.												CU. ●: If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.						
Firestinger	SC	C	●●	●●	TM							Heart Silver	SC	C	●●	●●	TM	
●: Firestinger deals 1 damage to target creature or player and 1 damage to you. 1/1.												All Silvers are unaffected by summoning sickness. 1/1.						
Firestorm	INS	R	●●	●●	WL							Heart Wolf	SC	R	●●	●●	HL	
Discard X cards: Do X damage to each of X creatures and/or players.												First strike. ●: Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.						
Firestorm Phoenix	SC	R	●●	●●	LG							Heath Charm	INS	C	●●	●●	VS	
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.												Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblockable this turn.						
Fissure	INS	C	●●	●●	DK, 4th							Heat Stroke	EN	R	●●	●●	WL	
Bury target land or creature.												At end of each combat, destroy all creatures that blocked or were blocked.						
Fit of Rage	SOR	C	●●	●●	WL							Heat Wave	EN	U	●●	●●	VS	
Target creature gets +3/+3 and gains first strike until end of turn.												CU: ● Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.						
Flame Elemental	SC	U	●●	●●	MG							Hill Giant	SC	C	●●	●●	L, U, R, 4th, 5th	
●: Sacrifice. Do damage equal to Elemental's power to a creature. 3/2.												3/3.						
Flame Spirit	SC	U	●●	●●	IA, 5th							Hivis of the Scale	SL	R	●●	●●	MG	
●: +1/+0 until end of turn. 2/3.												You may choose not to untap Hivis. ●: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.						
Flame Wave	SOR	U	●●	●●	SH							Hulking Cyclops	SC	U	●●	●●	VS	
Do 4 damage to target player and each creature he or she controls.												Hulking Cyclops cannot block. 5/5.						
Flare	INS	C	●●	●●	IA, MG, 5th							Hurler Minotaur	SC	C	●●	●●	L, U, R, 4th, 5th	
Flare does 1 damage to any target. Contrip.												2/3.						
Flashfires	SOR	U	●●	●●	L, U, R, 4th, 5th							Hurler Shaman	SC	U	●●	●●	WL	
Destroy all plains in play.												If Hurler Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls. 2/3.						
Fling	INS	C	●●	●●	SH							Hurr Jackal	SC	R	●●	●●	AN, 4th	
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.												● Target creature cannot regenerate this turn. 1/1.						
Flowstone Blade	EC	C	●●	●●	SH	Goblin King	SC	R	●●	●●	L, U, R, 4th, 5th	Hyperion Blacksmith	SC	U	●●	●●	LG	
● Enchanted creature gets +1/-1 until end of turn.						All Goblins gain mountainwalk and +1/+1. 2/2.						● Tap or untap target artifact opponent controls. 2/2.						
Flowstone Blade	SOR	U	●●	●●	EX	Goblin Kites	EN	U	●●	●●	FE	Illicit Auction	SOR	R	●●	●●	MG	
Buyback—Pay 3 life, Discard a card at random. Destroy target land.						● Give target creature you control with toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						Choose target creature. Each player may bid life for control of that creature. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.						
Flowstone Giant	SC	C	●●	●●	TM	Goblin Mutant	SC	U	●●	●●	IA	Immolation	EC	C	●●	●●	LG, 4th	
●: Flowstone Giant gets +2/+2 until end of turn. 3/3.						Mutant cannot attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.						Make target creature +2/+2.						
Flowstone Hellion	SC	U	●●	●●	SH	Goblin Recruiter	SC	U	●●	●●	VS	Imposing Visage	EC	C	●●	●●	IA, 5th	
Flowstone Hellion is unaffected by summoning sickness. ●: Flowstone Hellion gets +1/-1 until end of turn. 3/3.						When Recruiter comes into play, search your library for any number of Goblin cards. Put them on top of your library in any order. 1/1.						Target creature cannot be blocked by less than 2 creatures.						
Flowstone Mauler	SC	R	●●	●●	SH	Goblin Rock Sled	SC	C	●●	●●	DK, 4th	Incarinate	INS	C	●●●	●●	IA, MG, 5th	
●: Flowstone Mauler gets +1/-1 until end of turn. 4/5.						●: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. ●: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.						Do 3 damage to any target. Creatures may not regenerate.						
Flowstone Salamander	SC	U	●●	●●	TM	Goblin Sappers	SC	R	●●	●●	IA	Invasion Plans	EN	R	●●	●●	SH	
● Salamander deals 1 damage to target creature blocking it. 3/4.						●: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. ●: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.						Each creature blocks whenever able. Attacking player chooses how each creature blocks.						
Flowstone Shambler	SC	C	●●	●●	SH	Goblin Scouts	SOR	U	●●	●●	MG	Interno	INS	R	●●	●●	DK, 4th, 5th	
●: Flowstone Shambler gets +1/-1 until end of turn. 2/2.						Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.						Do 5 damage to all players and all creatures.						
Flowstone Wyvern	SC	R	●●	●●	TM	Goblin Shrine	EL	C	●●	●●	DK, CH	Ironclaw Curse	EC	C	●●	●●	HL, 5th	
Flying. ●: Flowstone Wyvern gets +2/+2 until end of turn. 3/3.						If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to all Goblins if it leaves play.						Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.						
Fork	INT				L, U, R	Goblin Ski Patrol	SC	C	●●	●●	IA	Ironclaw Orcs	SC	C	●●	●●	L, U, 4th, 5th	
Duplicate a sorcery or instant just cast. You choose the new target.						● Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.						May only block creatures of power equaling 1 or less. 2/2.						
Frost Giant	SC	U	●●	●●	LG	Goblin Soothsayer	SC	U	●●	●●	MG	Jackal Pup	SC	U	●●	●●	TM	
Rampage: 2, 4/4.						●: Sacrifice a Goblin: All red creatures get +1/+1 till end of turn. 1/1.						For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.						
Furnace Brood	SC	C	●●	●●	EX							Jokuhaps	SOR	R	●●	●●	IA, 5th	
●: Target creature cannot be regenerated this turn. 3/3.												Bury all artifacts, creatures, and lands.						
Furnace of Rath	EN	R	●●	●●	TM							Joven	SL	C	●●	●●	HL	
Double all damage assigned to any creature or player.												●●: Destroy target non-creature artifact. 3/3.						
Furnace Spirit	SC	C	●●	●●	SH							Kaervek's Torch	SOR	C	●●	●●	MG	
Furnace Spirit is unaffected by summoning sickness. ●: Furnace Spirit gets +1/+0 until end of turn. 1/1.												Interrupts that target Kaervek's Torch each cost an additional ● to play. Kaervek's Torch deals X damage to target creature or player.						
Game of Chaos	SOR	R	●●	●●	IA, 5th							Karpisus Giant	SC	U	●●	●●	IA	
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.												●: Tap a snow-covered land you control to give Giant +1/+1. 3/3.						
Giant Strength	EC	C	●●	●●	LG, 4th, 5th, TM													
Make target creature +2/+2.																		
Glacial Crevasse	EN	R	●●	●●	IA													

MAGIC

The Gathering®

players guide

Name	Description	Kind	CR	Rating	Cost	Sets Found
Korpusian Yati	SC R	IA
Keeper of Kookus	SC C	VS
Keeper of the Flame	SC U	EX
Keldon Warlord	SC U	L,U,R,4th,5th
Kindle	INS C	TM
Kind Age	SC C	AN,R
Kobald Drill Sergeant	SC U	LG
Kobald Overlord	SC R	LG
Kobald of Khor Keep	SC C	LG
Kobald Taskmaster	SC U	LG
Kookus	SC R	VS
Land's Edge	EW R	LG, CH
Lava Burst	SOR C	IA
Lava Hounds	INS C	WL
Lava Storm	INS C	WL
Lightning Blast	INS C	TM
Lightning Bolt	INS C	L,U,R,4th
Lightning Cloud	EN R	VS
Lightning Elemental	SC C	TM

Name	Description	Kind	CR	Rating	Cost	Sets Found
Magnetic Mountain	EN R	AN,R,4th
Manabaras	EN R	L,U,R,4th,5th
Mana Clash	SOR R	DK,4th,5th
Mana Flare	EN C	L,U,R,4th,5th
Manifold Rage	EC C	EX
Maraxus of Keld	SL R	WL
Marton Stronggold	SL R	IA
Meloe	INS C	IA
Melting	EN U	IA
Meteor Shower	SOR C	IA
Milae Djinn	SC R	AN,R
Mob Justice	SOR C	SH
Mob Mentality	EC U	VS
Mogg Assassin	SC U	EX
Mogg Bombers	SC C	SH
Mogg Conscripts	SC C	TM
Mogg Fanatic	SC C	TM
Mogg Flunkies	SC C	SH
Mogg Infestation	SOR R	SH
Mogg Maniac	SC C	SH
Mogg Raider	SC C	TM
Mogg Squad	SC C	TM

Name	Description	Kind	CR	Rating	Cost	Sets Found
No Quarter	EN R	TM
Oath of Mages	EN R	EX
Ogre Enforcer	SC R	VS
Ogre Shaman	SC R	EX
Oman of Fire	INS R	AI
Onslaught	EN C	EX
Opportunist	SC U	TM
Orc General	SC U	DK
Orchid Artillery	SC U	L,U,R,4th,5th
Orchid Cannoneers	SC U	IA
Orchid Captain	SC U	FE,5th
Orchid Enforcer	SC U	IA,5th
Orchid Farmer	SC C	IA,5th
Orchid Healer	SC U	IA
Orchid Librarian	SC R	IA
Orchid Lumberjack	SC C	IA
Orchid Magicians	SC C	AQ
Orchid Mine	EL U	HL
Orchid Oriflame	EN U	L,U,R,4th,5th
Orchid Settlers	SC U	WL
Orchid Spy	SC U	FE
Orchid Squatters	SC C	IA,5th
Orchid Veteran	SC C	FE
Orrag	SC R	FE,5th
Palladium	SC R	TM
Pandemonium	EN R	EX
Panic	INS C	IA,5th
Parasym	EC U	EX
Pillage	SOR U	AI
Power Surge	EN R	L,U,R,4th
Price of Progress	INS U	EX
Primitive Justice	SOR U	AI
Primordial Ooze	SC U	LG,CH,5th
Pyric Salamander	SC C	MG
Pyroblast	INT C	IA,5th
Pyroclasm	SOR U	IA
Pyrokinesis	INS U	AI
Pyrotechnics	SOR U	LG,4th,5th
Quarum Trench Gnomes	SC R	LG
Raging Bull	SC C	LG
Raging Goblin	SC C	EX
Raging Grylls	SC C	VS

COMBOS UNGLUED



Goblin Bookie and Amulet of Quoz: The bookie is already number one on Eugene T. Dudley's must-have list. Since Dudley's best killer strategy so far is to get the Amulet in play and then win the coin flip, he said the bookie will increase his chance of winning by 150%. OK, Eugene, time to go back to your coloring books now.

Lightning Reflexes	EC C	MG
Lowland Giant	SC C	TM
Mage II-Vac	SC R	EX
Magmasaur	SC R	TM

Magg's Goblin Raiders	SC C	L,U,R,4th,5th
Manstrom Mound	SC R	EX
Mountain Goat	SC C	IA,5th
Mountain Yati	SC C	LG, CH
Mudslide	EN R	IA
Nalathni Dragon	SC R	PR

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rofly	EC	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Raging River	EW R	● ● ● ●	L
When attacking, divide opponent's ground creatures on either side of river. Choose on which side of river to place each attack. Attackers can only be blocked by flying creatures or those on same side of river.			
Raging Spirit	SC	● ● ● ●	AG
Raging Spirit is colorless until end of turn. 3/3.			
Raiding Party	EN U	● ● ● ●	FE
Cannot be target of white spells or effects. Sacrifice on Orc to destroy all players. Any player may tap a white creature to save up to 2 plains.			
Rathi Dragon	SC R	● ● ● ●	TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.			
Ravenous Boboon	SC R	● ● ● ●	EX
When Boboons comes into play, destroy target nonbasic land. 2/2.			
Reckless Embargo	SC	● ● ● ●	MG
Mage deals 1 damage to any target and 1 damage to itself. 2/2.			
Reckless Ogre	SC	● ● ● ●	EX
If Reckless Ogre attacks and no other creatures do, it gets +3/+0 until end of turn. 3/2.			
Red Elemental Blast	INT C	● ● ● ●	L,U,R
Control a blue spell being cast or destroy a blue card in play. Misprint: Al version listed type as Instant.			
Reign of Chaos	SOR U	● ● ● ●	MG
Destroy target plains or island and target white or blue creature.			
Relentless Assault	SOR R	● ● ● ●	VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.			
Renegade Warlord	SC U	● ● ● ●	TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.			
Retribution	SOR U	● ● ● ●	HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.			
Rock Hydra	SC R	● ● ● ●	L,U,R
Put +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends ● per head. During upkeep, new heads may be grown for ● apiece. 0/0.			
Roe Hatchling	SC U	● ● ● ●	WL
When Hatchlings come into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchlings. As long as no shell counters are on it, Hatchling gets +3/+2 and gains flying. 0/1.			
Roe of Khar Ridges	SC R	● ● ● ●	L,U,R
Flying. 3/3.			
Rock Slide	INS C	● ● ● ●	VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.			
Rogue Skycaptain	SC R	● ● ● ●	AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay ● for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.			
Rolling Thunder	SOR C	● ● ● ●	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.			
Ruination	SOR R	● ● ● ●	SH
Destroy all nonbasic lands.			
Rukh Egg	SC	● ● ● ●	C
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. 0/3.			
Sabretooth Tiger	SC	● ● ● ●	U,S,th
First strike. 2/1.			
Sabretooth Wyvern	SC U	● ● ● ●	EX
Flying, first strike. 3/2.			
Sandstone Warrior	SC	● ● ● ●	TM
First strike. Sandstone Warrior gets +1/+0 until end of turn. 1/3.			
Sawtooth Ogre	SC	● ● ● ●	WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.			
Scalding Salamander	SC U	● ● ● ●	EX
Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn. 2/1.			
Scarred Earth	SOR	● ● ● ●	TM
Choose and discard X lands: Destroy X target lands.			
Searing Spinnaker	INS U	● ● ● ●	MG
Searing Spinnaker cannot be blocked by only one creature this turn. 2/2.			
Searing Touch	INS U	● ● ● ●	TM
Buyback ● Searing Touch deals 2 damage to target creature or player.			
Sedge Troll	SC R	● ● ● ●	L,U
Regenerates. Gains +1/+1 if you control any swamps. 2/2.			
Seething Angel	SC	● ● ● ●	SH
Buyback ● Target creature gets +3/+0 until end of turn.			
Seismic Assault	EN R	● ● ● ●	EX
Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player.			
Shadowstorm	SOR U	● ● ● ●	TM
Shadowstorm deals 2 damage to each creature with shadow.			
Shard Phoenix	SC R	● ● ● ●	SH
Flying. ● ● ● Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifice Phoenix: Shard Phoenix deals 2 damage to each creature without flying. 2/2.			
Sharpened Blade	INS C	● ● ● ●	L,U,R,4th,U,S,th
Destroy target artifact.			
Shattering Pulse	INS C	● ● ● ●	EX
Buyback ● Destroy target artifact.			
Shattersmith	SOR R	● ● ● ●	AQ,R,5th
Bury all artifacts in play.			
Shivan Dragon	SC R	● ● ● ●	L,U,R,4th,5th
Flying. ● ● +1/+0. 5/5.			
Shock	INS C	● ● ● ●	SH
Shock deals 2 damage to target creature or player.			
Shocker	SC R	● ● ● ●	TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.			
Silence	INS U	● ● ● ●	MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she plays a life or discards that card.			
Sisters of the Flame	Add	● ● ● ●	DK,4th
Add ● to your mana pool. 2/2.			
Smoke	SC	● ● ● ●	L,U,R,4th,5th
Each player may only untap one creature during untap phase.			
Soldier of Fortune	SC	● ● ● ●	AI
● ● Target player shuffles his library. 1/1.			
Sollgaria	INS	● ● ● ●	VIS
Target player cannot play any land cards this turn. Contin.			

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Card Name	Cost	Card Type	Card Text	Card Type
Song of Blood	SOR	C	Put top four cards from your library into graveyard. For each creature card, et creatures that attack this turn get +1/+0 until end of turn.	VS
Sonic Burst	INS	C	Burst deals 4 damage to target creature or player.	EX
Spellshack	EN	U	When a player casts a spell, Spellshack deals 2 damage to him or her.	EX
Spiral Villain	SC	R	Destroy target blue creature, 1/2.	LG
Spitting Drake	SOR	U	Flying, et +1/+0 until end of turn. Use only once per turn, 2/2.	VS
Spitting Earth	SOR	U	Do damage to a creature equal to number of mountains you control.	MG
Spitting Hydra	SC	R	Hydra comes into play with four 1/1+1 counters on it. Remove a 1/1+1 counter from Hydra: Do 1 damage to target creature, 0/0.	SH
Stork of Raith	SI	R	Destroy target artifact or creature. That permanent's controller gains control of Stork of Raith permanently, 2/2.	TM
Stone Giant	SC	U	Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn, 3/4.	L, U, R, 5th, 5th
Stonehands	EC	C	Target creature gains +0/+2. Gains +1/+0 until end of turn.	IA
Stone Rain	SOR	C	Destroy any one kind.	L, U, R, 4TH, U, MG, 5th, TM
Stone Spirit	SC	U	Stone Spirit cannot be blocked by flying creatures, 4/3.	IA, 5th
Storm Shaman	SC	C	+1/+0 until end of turn, 0/4.	AI
Storm World	EW	R	During upkeep do 1 damage to players for each card in hand below 4.	LG
Stun	INS	C	Target creature cannot block this turn. Draw a card.	TM

STUMPERS



Q: Will I gain a life for each point of combat damage redirected to a Wall of Essence using an *en-Kor*? —Christopher Lovett, Brantford, Canada

A: No. When you redirect damage you are essentially preventing it and then creating new damage in a different location. The new damage will not have the "combat" attribute, so it won't trigger Wall of Essence.

Ability	SC	R	●●●	●●●●	MG
Sadistic Sorcerer Spirit					
Protection from red. ● Do 1 damage to such non-flying creature. 3/3.					
Sudden Impact	INS	U	●		TM
Sudden Impact deals 1 damage to target player for each card in his hand.					
Sux Al Lancer	SC	C	●●●●		VS
Flanking, Sux Al Lancer is unaffected by summoning sickness. 2/2.					
Tahgrip's Rage	SC	C	●●●●		TM
Tahgrip's Rage is attacking, it gets +3/40. Otherwise, it gets -2/-1.					
Talium Champion	SC				
First strike. Whenever Talium Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.					
Talium Minotaur	SC	C	●●●		MG
Talium Minotaur is unaffected by summoning sickness. 3/3.					
Talium Piper	SC	U	●		VS
All creatures with flying able to block Talium Piper do so. 3/3.					
Tellin Tor	SL	R	●●●●		MG
Flanking, If Tellin Tor attacks, all attacking flankers get +1/+1. 2/2.					
Tellin Tor's Edict	INS	R	●●●●		MG
Remove from the game target permanent you own or control. Cantip.					
Tempest Erupt	SC	R	●●●●		LG, 4H
● Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burning Effect in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.					
Thunderbolt	INS	C	●●●●		WL
Do 3 damage to target player or 4 damage to target creature with flying.					
Thundermore	SC	R	●●●●		WL
Thundermore is unaffected by summoning sickness. When Thundermore comes into play, tap all other creatures. 5/5.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Token and Claw	EN	R	C	W	U	AI
Sacrifice two creatures. Put a Carnivore token into play. Treat this token as a 2/1 red creature.	SC	C	••	•	•	IA
Tor Grant 3/3	SC	C	••	•	•	IA
Torrent of Lava Do X damage to each creature without flying. Each creature gains "•": Prevent 1 damage to this creature from Torrent of Lava ."	SOR	R	•••	••	••	MG
Total War When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that came into play this turn.	EN	R	•	•	•	IA
Tremor Tremor deals 1 damage to each creature without flying.	SOR	C	•	•	•	VS
Tunnel Bury target creature.	SOR	U	•	•	•	L,U,R
Two-Headed Giant of Farley Trample. May block two creatures in combat. 4/4.	SC	R	••	•	•	L,U
Unhden Trail •• Regenerates. 2/2.	SC	U	•	•	•	L,U,R,4th
Varchild's Crusader •• Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.	SC	C	••	•	•	AI
Varchild's War-Riders Trample, ramage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.	SC	R	••	•	•	AI
Verigo Do 2 damage to target flying creature, which loses flying this turn.	INS	U	•	•	•	IA
Veternag's Voke Play on a creature you control. ••: Tap creature to give any other target creature +2/+1 until end of turn.	SC	C	•	•	•	AI
Vashing Sandstalker Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.	SC	U	•	•	•	VS
Vashing Warrior 4/2.	SC	C	•	•	•	MG
Volcanic Dragon Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.	SC	R	•••	•	•	MG
Volcanic Geyser Volcanic Geyser deals X damage to target creature or player.	INS	U	•	•	•	MG
Wall of Diffusion Wall of Diffusion can block creatures with shadow. 0/5.	SC	C	•	•	•	TM
Wall of Dust Creatures blocked by Wall may not attack next turn. 1/4.	SC	U	•	•	•	LG,4th
Wall of Earth 0/6	SC	C	•	•	•	L6
Wall of Fire ••: +1/+0. 0/5.	SC	U	•	•	•	L,U,R,4th,5th
Wall of Heat 2/6	SC	C	••	•	•	L6, CH
Wall of Lava ••: +1/+1 until end of turn. 1/3.	SC	U	•	•	•	IA
Wall of Opposition ••: +1/+0 until end of turn. 0/6.	SC	U	••	•	•	L6, CH
Wall of Razors First strike. 4/1.	SC	U	••	•	•	SH
Wall of Stone 0/8.	SC	U	••	•	•	L,U,R,4th,5th
Wheel of Fortune All players must discard their hands and draw seven new cards.	SOR	R	•••••	•	•	L,U,R
Wild Wurm When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand. 5/4.	SC	U	•	•	•	TM
Wildfire Emossary Protection from white. ••: +1/+0 until end of turn. 2/4.	SC	U	•••••	•	•	MG
Windseeker Centaur Does not tap to attack. 2/2.	SC	U	•	•	•	PR
Winds of Change All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	SOR	R	•••	•	•	L6,4th,5th
Winter Sky Flip a coin. If you win, Winter Sky does 1 damage to each creature and player. Otherwise, each player draws a card.	SOR	R	••	•	•	HL
World of Wasting Bury target wall and do X damage to the wall's controller, where X equals the crushing cost of the wall.	SC	U	•	•	•	IA,5th
Yalden Elfreet Flip a coin when defending. If opponent wins flip, opponent may decide whether or not to Yalden Elfreet. 3/6.	SC	R	••	•	•	AN
Zirkon of the Claw ••••• Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.	SL	R	•••••	•	•	MG

WHITE

Abbey Gargoyles	SC	U	●●●	2 ●●●●	HL, 5th
Flying, Protection from red. 3/4.					
Abbey Marion	SC	C	●●●	●●●	HL
●●●: +0/+3 unit end of turn. 1/3.					
Abeysance	INS	R	●●●●	●●●●	WL
Target player may not play instants, inhuman, sorceries or use any effects requiring an activation cost unit end of turn. Draw a card.					
Abu Ja'far	SC	U	●●●	●●●	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.					
Adarkar Unicorn	SC	C	●●●	●●●●	IA
●●●: Add either ● or ● and ● to your mana pool. This mana can only be used for cumulative upkeep. 2/2.					
Advance Scout	SC	C	●●●	●●●	TM
First strike. ●●: Target creature gains first strike until end of turn. 1/1.					
Afterlife	INS	U	●●●	●●●	MG
Buy target creature and put 1/1 white flying creature into play under control of that creature's controller.					
Akron Legionnaire	SC	R	●●●	●●●●	LG, CH, 5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.					
Alabaster Dragon	SC	R	●●●	●●●●	WL
Flying. If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library. 4/4.					
Alabaster Patron	INS	C	●●●	●●●●	LG, 4th, 5th
Give target player X life and ●●● damage to any target.					
Alarm	INS	C	●●●	●●●	MG
Upon being targeted by non-artifact creature, draw a card and +1/+3 this turn.					

MAGIC

The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Alloy	EN	C	●●●	●●●	EX
Alms	EN	C	●●●	●●●	WL
Amrou Kihkin	SC	C	●●●	●●●	LG,4th
Angelic Blessing	SOR	C	●●●	●●●	EX
Angelic Protector	SC	C	●●●	●●●	TM
Angelic Renewal	EN	C	●●●	●●●	WL
Angelic Voices	EN	R	●●●	●●●	LG, CH
Angry Mob	SC	U	●●●	●●●	DK,4th,5th
Animote Wall	EC	R	●●●	●●●	L,U,R,4th,5th
Anoint	INS	C	●●●	●●●	TM
Archangel	SC	R	●●●	●●●	VS
Arctic Foxes	SC	C	●●●	●●●	IA
Ardent Militia	SC	C	●●●	●●●	WL
Arenson's Aura	EN	C	●●●	●●●	IA,5th
Archivian Archaeologist	SC	R	●●●	●●●	AQ
Archivian Blacksmith	SC	C	●●●	●●●	AQ
Archivian Find	INS	U	●●●	●●●	WL
Armageddon	SOR	R	●●●	●●●	L,U,R,4th,5th
Army of Faith	EC	C	●●●	●●●	IA,5th
Armor Shiner	SC	U	●●●	●●●	TM
Armored Peasants	SC	C	●●●	●●●	TM
Army of Allah	INS	C	●●●	●●●	AN
Artifact Ward	EC	C	●●●	●●●	AQ
Aura of Silence	EN	U	●●●	●●●	WL
Auralog	SC	R	●●●	●●●	TM
Auspicious Ancestor	SC	R	●●●	●●●	MG
Avening Angel	SC	R	●●●	●●●	TM
Aysen Bureaucrats	SC	C	●●●	●●●	HL,5th
Aysen Crusader	SC	R	●●●	●●●	HL
Aysen Highway	EN	R	●●●	●●●	HL
Balance	SOR	R	●●●	●●●	L,U,R,4th
Banadage	INS	C	●●●	●●●	SH
Battle Cry	INS	U	●●●	●●●	IA
Beast Walkers	SC	R	●●●	●●●	HL
Benalish Hero	SC	C	●●●	●●●	L,U,R,4th,5th
Benalish Infantry	SC	C	●●●	●●●	WL
Benalish Knight	SC	C	●●●	●●●	WL
Benalish Missionary	SC	C	●●●	●●●	WL
Benevolent Unicorn	SC	C	●●●	●●●	MG
Black Scarab	EC	U	●●●	●●●	IA
Black Ward	EC	U	●●●	●●●	L,U,R,4th

Name	Kind	CR	Rating	Cost	Sets Found
Blaze of Glory	INS	R	●●●	●●●	L,U
Blessed Wine	INS	C	●●●	●●●	IA,5th
Blessing	EC	R	●●●	●●●	L,U,R,4th
Blinding Light	SOR	U	●●●	●●●	MG
Blinking Spirit	SC	R	●●●	●●●	IA,5th
Blood of the Martyr	INS	U	●●●	●●●	DK, CH
Blue Scarab	EC	U	●●●	●●●	IA
Blue Ward	EC	U	●●●	●●●	L,U,R,4th
Brainwash	EC	C	●●●	●●●	DK,4th,5th
Call to Arms	EN	R	●●●	●●●	IA
Calming Lizard	SC	U	●●●	●●●	SH
Caribou Range	EL	R	●●●	●●●	IA,5th
Carrier Pigeons	SC	C	●●●	●●●	AI

Name	Kind	CR	Rating	Cost	Sets Found
Cold Snap	EN	U	●●●	●●●	IA
Combat Medic	SC	C	●●●	●●●	FE
Consecrate Land	EL	U	●●●	●●●	L,U
Contemplation	EN	U	●●●	●●●	SH
Conversion	EN	U	●●●	●●●	L,U,R,4th
Cooperation	EC	C	●●●	●●●	IA
Crusade	EN	R	●●●	●●●	L,U,R,4th,5th
Damping Field	EN	U	●●●	●●●	AQ
Darcia Griffin	SC	U	●●●	●●●	VS
D'Avenant Archer	SC	C	●●●	●●●	LG,CH,5th
Dazzling Beauty	INS	C	●●●	●●●	MG
Death Ward	INS	C	●●●	●●●	L,U,R,4th,IA,5th
Debt of Loyalty	INS	R	●●●	●●●	WL
Disempower	INS	C	●●●	●●●	MG

COMBOS UNGLUED



Pandemonium and Flock of Rabid Sheep: Ask not for whom the sheep bleat; they bleat for your opponent. With Pandemonium in play this really becomes booooo news. Not only do you score a 2/2 creature for every flip you win, you also get to launch two points of direct damage. If you have a fair amount of mana available when the sheep come, your opponent is floored. This combo's sheer genius.

Castle	EN	U	●●●	●●●	L,U,R,4th,5th
Cataclysm	SOR	R	●●●	●●●	EX
Celestial Dawn	EN	R	●●●	●●●	MG
Change of Heart	INS	C	●●●	●●●	SH
Charging Paladin	SC	C	●●●	●●●	EX
Circle of Protection: Black	EN	C	●●●	●●●	B,U,R,4TH,IA,5th,TM
Circle of Protection: Blue	EN	C	●●●	●●●	L,U,R,4TH,IA,5th,TM
Circle of Protection: Green	EN	C	●●●	●●●	L,U,R,4TH,IA,5th,TM
Circle of Protection: Red	EN	C	●●●	●●●	L,U,R,4TH,IA,5th,TM
Circle of Protection: Shadow	EN	C	●●●	●●●	TM
Circle of Protection: White	EN	C	●●●	●●●	L,U,R,4TH,IA,5th,TM
Civic Guildmage	SC	C	●●●	●●●	MG
Cleanse	SOR	R	●●●	●●●	LG
Clergy on-Vac	SC	C	●●●	●●●	TM
Clergy of the Holy Nimbus	SC	C	●●●	●●●	LG
Cloudchaser Eagle	SC	C	●●●	●●●	TM

Disenchant	INS	C	●●●	●●●	L,U,R,4th,IA,5th,TM
Divine Intervention	EN	R	●●●	●●●	LG
Divine Offering	INS	C	●●●	●●●	LG,MG,5th
Divine Rebirth	INS	R	●●●	●●●	MG
Divine Transformation	EC	U	●●●	●●●	LG,4th,5th
Drought	EN	U	●●●	●●●	IA
Duskdrider Falcon	SC	C	●●●	●●●	WL
Dust to Dust	SOR	U	●●●	●●●	DK,5th
Eldritch Horror	SC	C	●●●	●●●	MG
Elvish Healer	SC	C	●●●	●●●	IA
Empyrial Armor	EC	C	●●●	●●●	WL
Enchanted Being	SC	C	●●●	●●●	LG
Enduring Renewal	EN	R	●●●	●●●	A
Energy Storm	EN	U	●●●	●●●	IA
Enlightened Tutor	INS	U	●●●	●●●	MG
Equinox	EL	C	●●●	●●●	LG

ART	Artifact	EA	Enchant Artifact
AC	Artifact Creature	SC	Summon Creature
CR	Current Rarity	EL	Enchant Land

EN	Enchantment	INT	Interrupt	SC	Summon Creature
EW	Enchant World	LL	Legendary Land	SL	Summon Legend
INS	Instant	MS	Mana Source	SOR	Sorcery

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Equestrian During your upkeep for each land target player controls in excess of the lands you control, target and he controls phases out. Repeat this process for artifacts and creatures.	EN	R	●●	2*	VS	Hidden Retreat Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.	EN	R	●●●	2*	SH	Involuntarily Buyback. Prevent all damage to you from one source.	INS	U	●●●	1*	TM
Errand of Duty Put a knight token into play. Treat as a 1/1 white banding creature.	INS	C	●●●	1*	AI	High Ground Each creature you control may block one additional creature.	EN	U	●●	●●	EX	Iron Tusk Elephant Trample 3/3.	SC	U	●●●	4*	MG
Ethereal Champion Pay 1 life. Prevent 1 damage to Ethereal Champion. 3/4.	SC	R	●●●	2*	MG	Hippogon Cannot block creatures with power 3 or greater unless you pay 1/3.	SC	U	●●	●●	IA, 5th	Island Sanctuary If you declare one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.	EN	R	●●●	1*	L, U, R, 4th, 5th
Exalted Dragon Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land. 5/5.	SC	R	●●●	3*	EX	Holy Armor Target creature gains +0/+2. -0/+1.	EC	C	●●	●●	L, U, R, 4th	Ivory Charm Choose one—all creature get +2/-0 until end of turn, or prevent 1 damage to any creature or player, or tap target creature.	INS	C	●●	●●	MG
Exiled Remove target non-white attacker from game. Gain life - toughness.	INS	R	●●●	●●	AI	Holy Day Creatures attack and block as normal but deal no damage.	INS	C	●●	●●	LG	Ivory Gargoyle Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.	SC	R	●●●	●●	AI
Exorcist 1. Destroy target black creature. 1/1.	SC	R	●●	●●	DK	Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	●●	●●	DK	Ivory Guardians Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.	SC	U	●●●	●●	LG, CH, 5th
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as you.	INS	R	●●●	●●	AN, R, 4th, 5th	Holy Strength Target creature gains +1/+2.	EC	C	●●	●●	L, U, R, 4th, 5th	Jabari's Influence Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.	INS	R	●●	●●	MG
Eye of Singing When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.	FW	R	●●	3*	VS	Honor Guard Honor Guard gets +0/+1 until end of turn. 1/1.	C	●●	●●	●●	SH	Jamaroun Lion Target creature cannot block this turn. 3/1.	SC	C	●●	●●	VS
Farmstead Once per turn, during your upkeep, you may spend 2 to gain 2 life.	EL	R	●●	●●	L, U, R	Honorable Passage Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.	INS	U	●●●	●●	VS	Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	●●	●●	AN
Farrel's Mantle If target creature attacks and is not blocked it may deal X+2 damage to any other creature where X is the power of the enchanted creature.	EC	U	●●●	●●	FE	Hope Charm Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.	INS	C	●●	●●	VS	Juniper Order Advocate If Advocate is untapped, all your green creatures get +1/+1. 1/2.	SC	C	●●	●●	AI
Farrel's Zealot If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. 2/2.	SC	C	●●	●●	FE	Humility Each creature loses all abilities and is a 1/1 creature.	EN	R	●●●	●●	TM	Justice You must pay 2 during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.	EN	U	●●●	●●	IA, 5th
Farrelite Priest Add 2 to mana pool. Bury if more than 2 is spent in one turn. 1/3.	EN	U	●●	●●	FE	Icatian Infantry Banding. First strike. 1/1.	SC	C	●●	●●	FE	Karma During each player's upkeep, he takes 1 damage for each swamp he controls.	EN	U	●●●	●●	L, U, R, 4th, 5th
Fasting Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for five of your upkeep.	EN	U	●●	●●	DK	Icatian Javeliners Put a javelin counter on Javeliners when cast. Remove the counter to deal 1 damage to target. 1/1.	SC	C	●●	●●	FE	Keeper of the Light Gain 3 life. Play this ability only if you have less life than target opponent. 1/2.	SC	U	●●	●●	EX
Favorable Destiny As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gets +1/+2.	EC	U	●●●	●●	MG	Icatian Lieutenant Give target Soldier +1/+4 until end of turn. 1/2.	SC	R	●●	●●	FE	Keepers of the Faith 2/3.	SC	C	●●	●●	LG, CH
Femeral Healer Prevent 1 damage to any creature or player. 1/1.	SC	C	●●	●●	MG							Kalsinko Ranger One green creature gains first strike until end of turn. 1/1.	SC	C	●●	●●	IA
Femeral Knight Flanking. Attacking does not cause Knight to tap this turn. 2/2.	SC	C	●●●	●●	MG							King Suleiman Destroy target Djinn or Ereet. 1/1.	SC	R	●●	●●	AN
Femeral Scouts 1/4.	SC	C	●●	●●	MG							Kismet All of target opponent's creatures, lands and artifacts enter play tapped.	EN	U	●●	●●	LG, 4th, 5th
Festival Opponent may not attack this turn. Play during opponent's upkeep.	INS	C	●●	●●	DK							Kithkin Armor Enchanted creature cannot be blocked by creatures with power 3 or greater.	EC	C	●●	●●	WL
Field of Souls Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.	EN	R	●●	●●	TM							Kjeldoran Elite Guard Give target creature +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	●●	●●	IA
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.	INS	U	●●	●●	DK							Kjeldoran Escort Banding. 2/3.	SC	C	●●	●●	AI
Flickering Ward When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. Return Ward to owner's hand.	EC	U	●●	●●	TM							Kjeldoran Guard Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	●●	●●	IA
Fortisyan Brigade Fortisyan Brigade may block up to two creatures each combat. 2/4.	SC	U	●●	●●	WL							Kjeldoran Home Guard At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a 0/1 white token into play. 1/6.	SC	U	●●	●●	AI
Formation Give target creature banding until end of turn. Contrip.	INS	R	●●	●●	IA							Kjeldoran Knight Banding. +1/+0.	SC	C	●●	●●	IA
Fortified Area Give all your walls +1/+0 and banding.	EN	C	●●	●●	LG							Kjeldoran Phoenix First strike, banding. 2/5.	SC	R	●●	●●	IA
Freewind Falcon Flying, protection from red. 1/1.	SC	C	●●	●●	VS							Kjeldoran Pride Creature gets +1/+2. Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal.	EC	C	●●	●●	AI
Fylgia Put four counters on Fylgia. Remove a counter to prevent 1 damage to the creature Fylgia enchants. Put a counter on Fylgia.	EC	C	●●	●●	IA							Kjeldoran Royal Guard Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	●●	●●	IA, 5th
Gallantry Target blocking creature gets +4/+4 until end of turn. Draw a card.	INS	U	●●	●●	TM							Kjeldoran Skycaptain Flying, banding, first strike. 2/2.	SC	U	●●	●●	IA, 5th
General Jarkeld Exchange two blockers without creating an illegal block. 1/2.	SL	R	●●	●●	IA							Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	●●	●●	IA
Gerrard's Battle Cry All creature you control get +1/+1 until end of turn.	EN	R	●●	●●	TM							Kjeldoran Warrior Banding. 1/1.	SC	C	●●	●●	TM
Gerrard's Wisdom For each card in your hand, gain 2 life.	SOR	U	●●	●●	WL							Knight of Dawn First strike. Knight gains protection from a color of your choice until end of turn. 2/2.	SC	U	●●	●●	VS
Glyph of Life Gain life equal to the damage done to target wall by an attacker.	INS	C	●●	●●	LG							Knight of Valor Flanking. Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.	SC	R	●●	●●	DK
Gossamer Chains Return to owner's hand: Target unblocked creature deals no combat damage this turn.	EN	C	●●	●●	VS							Kor Chant Redirect to target creature all damage dealt to any one creature you control from any one source.	INS	C	●●	●●	EX
Great Defender Give target +0/+X until end of turn, where X is the creature's cost.	INS	U	●●	●●	LG							Lance Target creature gains first strike.	EC	U	●●	●●	L, U, R
Great Wall Creatures with plainswalk may be blocked.	EN	U	●●	●●	LG							Lancers en-Kor Trample. Redirect 1 damage from Lancers to a creature you control. 3/3.	SC	U	●●	●●	SH
Greater Realm of Preservation Prevent all damage to you from a red or black source.	EN	●●	●●	●●	LG, 5th							Land Tax If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.	EN	R	●●●	●●	LG, 4th
Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	●●	●●	IA							Leeches Target player loses all poison counters and takes 1 damage per counter.	SOR	R	●●	●●	HL
Green Ward Target creature gains protection from green.	EC	U	●●	●●	L, U, R, 4th							Lifeblood Gain 1 life whenever target opponent taps a mountain.	EN	R	●●	●●	LG
Guardian Angel Prevent X damage dealt to a target. Pst: put this card next to Paralyze.	INS	C	●●	●●	L, U, R							Light of Day Black creatures cannot attack or block.	EN	U	●●	●●	TM
Guarded Strike Target creature gets +1/+0 and first strike until end of turn. Draw a card.	INS	C	●●	●●	WL							Lightning Blow Give target creature first strike until end of turn. Contrip.	INS	R	●●	●●	VS
Hallowed Ground Return a non-snow-covered land you control to its owner's hand.	EN	U	●●	●●	IA							Limited Resources Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.	EN	R	●●	●●	EX
Hand of Justice Tap three white creatures you control to destroy target creature. 2/6.	SC	R	●●	●●	FE							Longbow Archer First strike. Longbow Archer can block creatures with flying. 2/2.	SC	U	●●	●●	VS
Hanna's Custody Artifacts cannot be the target of spells or abilities.	EN	R	●●	●●	TM							Lost Order of Jarkeld equals the number of creatures controlled by target opponent. 1+*/1+.	SC	R	●●	●●	IA
Hazduhr the Abbot Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.	SL	R	●●	●●	HL							Mangara's Blessing Gain 5 life. If a spell or effect by an opponent causes you to discard Mangara's Blessing, gain 2 life and return Blessing to your hand at end of turn.	INS	U	●●	●●	MG
Heil Prevent 1 damage to any target. Contrip.	INS	C	●●	●●	IA, 5th							Mangara's Equity Choose black or red. During your upkeep, you must pay 2. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.	EN	U	●●	●●	MG
Healing Salve Gain 3 life, or prevent up to 3 damage.	SC	C	●●	●●	L, U, R, 4th, 5th												
Heaven's Gate Change the color of one or more creatures to white until end of turn.	INS	U	●●	●●	LG												
Heavy Ballista Ballista deals 2 damage to target attacking or blocking creature. 2/3.	SC	C	●●	●●	WL												
Heroism Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay 2 so an attacker may deal damage normally.	EN	U	●●	●●	FE												
Hero's Resolve Enchanted creature gets +1/+5.	EC	C	●●	●●	TM												

STUMMPERS



Q: Is it possible to cast an artifact using Dream Halls? —Bobby Tolleson, Uniontown, Ohio

A: No. Because artifacts have no color, it is impossible for them to share a color with any other card in your hand, even other artifacts. (Well, unless you have Celestial Dawn in play...) Normally you'll have to cast them the old-fashioned way.

Icatian Moneychanger SC C ●● ●● FE
Lose 3 life when casting and put three counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.

Icatian Phoenix SC U ●● ●● FE, 5th
Bands. 2/4.

Icatian Priest SC U ●● ●● FE
●●: Make target creature +1/+1 until end of turn. 1/1.

Icatian Scout SC C ●● ●● FE, 5th
●●: Give target creature first strike. 1/1.

Icatian Skirmishers SC R ●● ●● FE
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.

Icatian Town SOR R ●● ●● FE, 5th
Put four Citizen tokens, which are 1/1 white creatures, in play.

Illumination INT U ●● ●● MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.

Indestructible Aura INS C ●● ●● VS
Reduce to 0 all damage dealt to target creature until end of turn.

Infantry Veteran SC R ●● ●● LG
●●: Target attacking creature gets +1/+1 until end of turn. 1/1.

Infinite Authority EC R ●● ●● LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Inheritance EN U ●● ●● AI
●●: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Inner Sanctum EN R ●● ●● WL
CU: 2 life. All damage dealt to creatures you control is reduced to 0.

MAGIC

The Gathering®

players guide

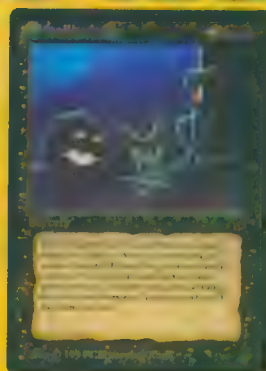
Name	Kind	CR	Rating	Cost	Sets Found
Description					

Marble Titan	SC	R	••	•••	TM
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3/3.					
Marydorm	INS	C	••	••••	AI
Redirect to target creature you control any amount of damage until end of turn.					
Mary's Cry	SOR	R	••	•••	DK
Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.					
Marys of Korlis	SC	U	•••	••••	AQ
Damage done to you by artifacts is instead done to Marys of Korlis unless Marys of Korlis is tapped. 1/8.					
Master Decay	SC	C	•••	••	TM
••• Tap target creature. 1/2.					
Master of Arms	SC	U	•••	••••	WL
First strike. ••• Tap target creature blocking Master of Arms. 2/2.					
Melesse Spirit	SC	C	•••	••••	MG
Flying. Protection from black. 3/3.					
Mercenaries	SC	R	••	•••	IA
A player may pay • to prevent Mercenaries from dealing damage. 3/3.					
Mesa Falcon	SC	U	•••	••••	HL, 5th
Flying. ••• +0/+1 until end of turn. 1/1.					
Mesa Pegasus	SC	C	•••	••••	L, U, R, 4th, 5th
Flying, banding. 1/1.					
Miracle Worker	SC	C	•	••	DK
•• Destroy target enchantment on one of your creatures. 1/1.					
Miraculous Recovery	INS	U	•••	••••	VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.					
Mistmoon Griffin	SC	U	•••	••••	WL
Flying. If Griffin is put into any graveyard from play, remove Griffin from the game, then put the top creature card from your graveyard into play. 2/2.					
Moat	EN	R	•••	••••	LG
Non-flying creatures cannot attack.					
Moorish Cavalry	SC	C	•••	••••	AN
Trample. 3/3.					
Morale	INS	C	••	••••	DK, 4th
Give all attacking creatures +1/+1 until end of turn.					
Mounted Archers	SC	C	•••	••••	TM
Can block creatures with flying. •• Can block an additional creature this turn. 2/3.					
Mtenda Griffin	SC	U	•••	••••	MG
Flying. •• Return Mtenda Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2.					
Mtenda Herder	SC	C	••	••	MG
Flanking. 1/1.					
Noble Elephant	SC	C	•••	••	MG
Banding, trample. 2/2.					
Noble Steeds	EN	C	••	•••	AI
•• Target creature gains first strike until end of turn.					
Nomads an-Kor	SC	C	•••	••••	SH
Redirect 1 damage from Nomads an-Kor to a creature you control. 1/1.					
Northern Paladin	SC	R	•••	••••	L, U, R, 4th
••• Destroy a black card in play. 3/3.					
Null Chamber	EW	R	•••	•••	MG
You and target opponent each name any card except a basic land. Those cards cannot be played.					
Oath of Lieges	EN	R	•••	••••	EX
During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play. The player shuffles his or her library afterwards.					
Oracle an-Vex	SC	R	•••	••••	TM
•• Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
Order of Leitbur	SC	C	•••	••••	FE
Protection from black. ••• +1/+0. •• First strike. 2/1.					
Order of the Sacred Torch	SC	R	•••	••••	IA, 5th
•• Pay 1 life to counter a black spell. 2/2.					
Order of the White Shield	SC	U	•••	••••	IA, 5th
Protection from black. ••• +1/+0. •• First Strike. 2/1.					
Orim, Samite Healer	SC	R	•••	••••	TM
Orim, Samite Healer counts as a Cleric. •• Prevent up to 3 damage to any creature or player. 1/3.					
Orim's Prayer	EN	U	••	••••	TM
If any creature attacks you, gain 1 life for each attacking creature.					
Oso Vultures	SC	U	•••	••••	LG, 4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove two counters to make Vultures +1/+1 until end of turn. 1/1.					
Pacificm	EC	C	•••	••••	MG, TM
Enchanted creature cannot attack or block.					
Paladin an-Vex	SC	R	•••	••••	EX
First strike, protection from black, protection from red. 2/2.					
Parapet	EN	C	•••	••••	VS
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.					
Peace of Mind	EN	U	•••	••••	EX
•• Choose and discard a card. Gain 3 life.					
Peace Talks	SOR	U	•••	••••	VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
Peasekeeper	SC	C	•••	••••	WL
During upkeep, pay • or bury Keeper. Creatures cannot attack. 1/1.					
Pearl Dragon	SC	R	•••	••••	MG
Flying. •• +0/+1. 4/4.					
Pearled Unicorn	SC	C	•	•••	L, U, R, 4th, 5th
2/2.					

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	UL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EV	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Description						Description					
Pegasus Refuge	EN	R	•	••	TM	Reprisal	INS	U	••••	••	AI
•• Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.						Bury target creature with power 4 or greater.					
Pegasus Stampede	SOR	U	•••	••	EX	Resistance Fighter	SC	C	••	••	VS
Buyback—Sacrifice a land. Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.						Sacrifice: Target creature deals no combat damage this turn. 1/1.					
Penance	EN	U	••	••	EX	Resurrection	SOR	U	••••	••	L, U, R
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.						Take a creature from your graveyard and put it directly into play.					
Personal Incarnation	SC	R	••••	••••	L, U, R, 4th, 5th	Rebirth of the Meek	SOR	R	•••	••	VS
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.						Bury all creatures with power 4 or greater.					
Petra Sphinx	SC	R	••	••••	LG, CH	Revered Unicorn	SC	U	•••	••	WL
Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.						CU: If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.					
Pier	INS	C	••	••	AN, 4th	Reverse Damage	INS	R	••••	••	L, U, R, 4th, 5th
+0/+3 to all defending creatures until end of turn.						All damage from any one source is instead added to your life total.					
Pikemen	SC	C	••	••	DK, 4th, 5th	Reverse Polarity	INS	C	••	••	AQ, R
Banding, first strike. 1/1.						All damage you have taken from all artifacts this turn is retroactively added to your life total instead.					
Preacher	SC	R	•••	••	DK	Righteous Aura	EN	C	••	••	VS
Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.						Pay 2 life. Prevent all damage to you from any one source.					
Presence of the Master	EN	U	••	••	LG	Righteous Avengers	SC	U	••	••	LG
Counter all enchantments as they are being cast.						Pioneerswalk. 3/1.					
Prismatic Circle	EN	C	••	••	MG	Righteousness	INS	R	••	••	L, U, R, 4th, 5th
CU: Choose a color. Prevent all damage to you from a source of that color.						Target defending creature gets +7/+7 until end of turn.					
Prismatic Ward	EC	C	••	••	IA, 5th	Ritual of Steel	EC	C	••	••	MG
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						Enchanted creature gets +0/+2. Campt.					
Prophecy	SOR	C	••	••	HL	Rolling Stones	EN	R	••	••	SH
Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Campt.						Walls can attack as though they were not Walls.					
Purulence	INT	R	••	••	L, U, R, 4th	Royal Decree	EN	R	••	••	AI
Change the color of a card being played or in play to white.						CU: Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller loses 1 damage.					
Pursuit of Knowledge	EN	R	••	••	SH	Royal Herbalist	SC	C	••	••	AI
Skip drawing a card. Put a study counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit. Draw seven cards.						Remove top card of your library from game to gain 1 life. 1/1.					
Quickenign Ucid	SC	U	••	••	TM	Sacred Boon	INS	U	••	••	IA, 5th
•• Ucid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay • to end this effect. 1/1.						Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.					
Rally	INS	C	••	••	IA	Sacred Ground	EN	R	••	••	SH
All blocking creatures gain +1/+1 until end of turn.						Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Rapid Fire	INS	R	••	••	LG	Sacred Guide	SC	R	••	••	TM
Give target first strike and rampage. 2. Play before defense is chosen.						•• Sacrifice Guide: Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
Rashida Scalebane	SL	R	••	••	MG	Sacred Mesa	EN	R	••	••	MG
Bury target attacking or blocking Dragon. Gain life equal to its power. 3/4.						During your upkeep sacrifice a Pegasus or bury Sacred Mesa. •• Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.					

COMBOS UNGLUED



Hungry, Hungry Heifer and All Hallow's Eve: Can't wait for Halloween to come? Get yourself a hungry cow. We know it sounds strange, but it's true; constant moaning apparently wakes the dead. Add in an enchantment like Concordant Crossroads to have your dead show up ready for action as you'll immediately be making your opponent's life totally dry.

Rashika the Slayer	SL	U	••	••••	HL
Can block creatures with flying. If Rashika the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.					
Reaping the Rewards	INS	C	••	••	EX
Buyback—Sacrifice a land. Gain 2 life.					
Reconnaissance	EN	U	••	••	EX
Remove target attacking creature you control from combat and untap it.					
Red Scarab	SC	U	••	••	IA
Target creature gets +2/+2 as long as any other player has any red cards.					
Red Ward	EC	U	••	••	L, U, R, 4th
Target creature gains protection from red.					
Reinforcements	INS	C	••	••	■
Put up to 3 creature cards from your graveyard on top of your library in any order.					
Relic Ward	EA	U	••	••	VS
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.					
Remedy	INS	C	••	••	VS
Prevent up to 5 damage to any number of creatures and/or players.					
Remove Enchantments	INS	C	••	••	LG
Return all your enchantments to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.					
Repentance	SOR	U	••	••	TM
Target creature deals to itself damage equal to its power.					
Repentant Blacksmith	SC	C	••	••	AN, CH, 5th
Protection from red. 1/2.					

Samite Blessing	EC	C	••	••	SH
Creature gains "•• Prevent all damage to any creature from any one source."					
Samite Healer	SC	C	••	••	L, U, R, 4th, 5th
•• Prevent 1 damage to any target. 1/1.					
Savannah Lions	SC	R	••	••	L, U, R, 4th
2/1					
Scrapgoat	INS	U	••	••	SH
Sacrifice a creature: Return any # of target creatures you control to owner's hand.					
Scars of the Veteran	INS	U	••••	••	AI
You may remove a white card in hand from game instead of paying casting cost. Prevent up to 7 damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.					
Seasoned Tactician	SC	U	••	••	AI
•• Remove the top four cards of your library from the game to prevent all damage to you from one source. 1/3.					
Seeker	EC	C	••	••	L6, 4th
Target creature may only be blocked by white or artifact creatures.					
Seraph	SC	R	••	••	IA, 5th
Flying. If a creature dies during a turn in which Seraph dominated it, put it into play under your control. Bury if it Seraph leaves play or your control. 4/4.					
Serene Offering	INS	U	••	••	TM
Destroy target enchantment. Gain life equal to its total casting cost.					
Serenity	EC	C	••	••	WL
During your upkeep, bury all artifacts and enchantments.					
Serra Angel	SC	U	••••	••	L, U, R, 4th
Flying. Does not tap to attack. 4/4					
Serra Aviary	EW	R	••	••	HL
All creatures with flying get +1/+1.					
Serra Bestiary	EC	C	••	••	HL, 5th
Pay ••• during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have •• in its activation cost.					

MAGIC

The Gathering®

players guide

Name Kind CR Rating Sets Found

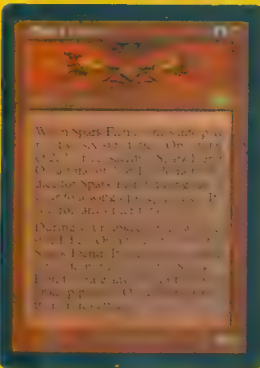
Description

Dwarven Ruins	LAN	U	•••	FE,5th
Comes into play tapped. • Add • to your mana pool. • Sacrifice Dwarven Ruins: Add • to your mana pool.				
Ebon Stronghold	LAN	U	•••	FE,5th
Comes into play tapped. • Add • to your mana pool. • Sacrifice Ebon Stronghold: Add • to your mana pool.				
Elephant Graveyard	LAN	R	•••	AN
• Add • to your mana pool. • Regenerate an Elephant or Mammoth.				
Everglades	LAN	U	•••	VS
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. • Add • to your mana pool.				
Flood Plain	LAN	U	•••	MG
Comes into play tapped. • Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.				
Gemstone Mine	LAN	U	•••	WL
When Gemstone Mine comes into play, put three counters on it. Remove a counter from Gemstone Mine. Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.				
Ghost Town	LAN	U	•••	TM
Add one colorless mana to your mana pool. • Return Ghost Town to owner's hand. Use this ability only during another player's turn.				
Glacial Chasm	LAN	U	•••	IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.				
Grasslands	LAN	U	•••	MG
Comes into play tapped. • Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.				
Griffin Canyon	LAN	R	•••	VS
• Add one colorless mana to your mana pool. • Untap target Griffin. That Griffin gets +1/+1 until end of turn.				
Halls of Mist	LAN	R	•••	IA
CU: •. No creature may attack if it attacked during its controller's last turn.				
Hammerhelm	LAN	U	•••	LG
• Add • to your mana pool. • Remove landwalking from target creature until end of turn.				
Havenwood Battleground	LAN	U	•••	FE,5th
Comes into play tapped. • Add • to your mana pool. • Sacrifice Havenwood Battleground: Add • to your mana pool.				
Heart of Yavimaya	LAN	R	•••	AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart.				
Hollow Trees	LAN	R	•••	FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. • Remove any number of counters, adding • for each one.				
Icefation Store	LAN	R	•••	FE,5th
Comes into play tapped. You may leave Store tapped to put a counter on it. • Remove any number of counters, adding • for each one.				
Ice Floe	LAN	U	•••	IA,5th
You may choose not to untap Ice Floe. • Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.				
Island of Wak-Wak	LAN	R	•••	AN
• Reduce the power of one flying creature to 0 until end of turn.				
Jungle Basin	LAN	U	•••	VS
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. • Add • to your pool.				
Karakas	LAN	U	•••	LG
• Add • to your mana pool. • Return target legend to owner's hand.				
Karoo	LAN	U	•••	VS
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. • Add • to your pool.				
Karpulus Forest	LAN	R	•••	IA,5th
• Add • to your mana pool. • Add • to your mana pool and take 1 damage. • Add • to your mana pool and take 1 damage.				
Kjeldoran Outpost	LAN	R	•••	AI
When Outpost comes into play, sacrifice a plains or bury Outpost. • Add • to your mana pool. • Put a 1/1 soldier token into play.				
Koskun Keep	LAN	U	•••	HL
• Add 1 colorless mana to your pool. • Add • to your pool. • Add • to your pool. • Add • to your pool.				
Lake of the Dead	LAN	R	•••	AI
When Lake comes into play, sacrifice a swamp or bury Lake. • Add • to your mana pool. • Sacrifice a swamp to add ••••• to your pool.				
Land Cap	LAN	R	•••	IA
• Add • to your mana pool and put a counter on Land Cap. • Add • to your mana pool and put a counter on Cap. Remove a counter instead of untapping.				
Lava Tubes	LAN	R	•••	IA
• Add • to your mana pool and put a counter on Land Cap. • Add • to your mana pool and put a counter on Cap. Remove a counter instead of untapping.				
Library of Alexandria	LAN	R	•••	AN
• Add • to your mana pool. • Draw a card from your library if you have exactly seven cards in hand.				
Lotus Vale	LAN	R	•••	WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. • Add three mana of any one color to your mana pool.				
Maze of Ith	LAN	U	•••	DK
• Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.				
Maze of Shadows	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.				
Mishra's Factory	LAN	U	•••	AQ,4th
• Add • to your mana pool or give any Mishra's Factory +1/+1 until end of turn. • Mishra's Factory becomes a 2/2 artifact creature, until end of turn.				

Name	Kind	CR	Rating	Sets Found
Description				
Mishra's Workshop	LAN	R	••••	AQ
• Add • to your mana pool which may only be used to cast artifacts.				
Mogg Hollows	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Add • or • to your mana pool. Mogg Hollows does not untap during your next untap phase.				
Mountain Stronghold	LAN	U	•••	LG
All your red legends may band with other legends.				
Mountain Valley	LAN	U	•••	MG
Comes into play tapped. • Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.				
Oasis	LAN	U	•••	AN,4th
• Prevent 1 damage to any creature.				
Pendelhaven	LAN	U	•••	LG
• Add • to your mana pool. • Make target 1/1 creature +1/+2 until end of turn.				
Pine Barrens	LAN	R	•••	TM
Comes into play tapped. • Add one colorless mana to your mana pool.				
Plateau	LAN	R	•••	U,R
• Add • or • to your mana pool. Pine Barrens deals 1 damage to you.				
Quicksand	LAN	U	•••	VS
• Add • or • to your mana pool. Counts as a mountain and a plains.				
Rainbow Vale	LAN	R	•••	FE
• Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.				
Reflecting Pool	LAN	R	•••	TM
• Add • to your pool 1 mana of any type that any land you control can produce.				
River Delta	LAN	R	•••	IA
• Add • to your mana pool and put a counter on Land Cap. • Add • to your mana pool and put a counter on Cap. Remove a counter instead of untapping.				
Rocky Tar Pit	LAN	U	•••	MG
Comes into play tapped. • Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.				
Rootwater Depths	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Add • or • to your mana pool. Rootwater Depths does not untap during your next untap phase.				
Ruins of Trokair	LAN	U	•••	FE,5th
Comes into play tapped. • Add • to your mana pool. • Sacrifice Ruins of Trokair: Add • to your mana pool.				

Name	Kind	CR	Rating	Sets Found
Description				
Stalking Stones	LAN	U	••	TM
• Add one colorless mana to your mana pool. • Stalking Stones becomes a 3/3 artifact creature permanently.				
Strip Mine	LAN	U	••••	AQ,4th
• Add • to your mana pool. • Sacrifice: Destroy target land.				
Sulfurous Springs	LAN	R	•••	IA,5th
• Add • to your mana pool. • Add • to your mana pool and take 1 damage. • Add • to your mana pool and take 1 damage.				
Sylvanite Temple	LAN	U	•••	FE,5th
Comes into play tapped. • Add • to your mana pool. • Sacrifice Sylvanite Temple: Add • to your mana pool.				
Tabernacle at Pendrell Vale	LAN	R	•••	LG
All creatures require an upkeep cost of • in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.				
Taiga	LAN	R	••••	U,R
• Add • or • to your mana pool. Counts as a forest and a mountain.				
Teler's Isle	LAN	R	•••	MG
Phasing. Comes into play tapped. • Add • to your mana pool.				
Thalokos Lowlands	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Add • or • to your mana pool. Does not untap during your next untap phase.				
Thawing Glaciers	LAN	R	••••	AI
Comes into play tapped. • Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.				
Timberline Ridge	LAN	R	•••	IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. • Add • to pool and put a counter on Ridge. • Add • to pool and put a counter on Ridge.				
Tolaria	LAN	R	•••	LG
• Add • to your mana pool. • During upkeep, remove banding or bands with other ability from target creature until end of turn.				
Tropical Island	LAN	R	•••	U,R
• Add • or • to your mana pool. Counts as a forest and an island.				
Tundra	LAN	R	•••	U,R
• Add • or • to your mana pool. Counts as an island and a plains.				
Underground River	LAN	R	•••	IA,5th
• Add 1 to your mana pool. • Add • to your mana pool and take 1 damage. • Add • to your mana pool and take 1 damage.				
Underground Sea	LAN	R	•••	U,R
• Add • or • to your mana pool. Counts as a swamp and an island.				

COMBOS UNCLUED



Spark Fiend and Ice Cauldron: Let's see? You can save a bunch of mana up on this Ice Cauldron thingy and then cast some kind of spell with it later in the game. And you've got this giant creature with all kinds of text that you roll dice with. Put the two together and you've got an unbeatable combo which works best if you put the mana from your dice pool directly onto your Ice Cauldron. Or maybe you could put a spell on the Ice Cauldron that will let you remove the Spark Fiend when it goes to the graveyard, because you know the Spark Fiend is going there eventually. Or maybe you could keep track of the total roll for the Spark Fiend by putting that many counters on the Ice Cauldron. But what...

Sale Haven	LAN	R	••	DK,CH
• Remove a creature you control from game. During upkeep, sacrifice Sale Haven to return all creatures it has removed from game to play.				
Salt Flats	LAN	R	•••	TM
Comes into play tapped. • Add one colorless mana to your mana pool.				
Sand Silos	LAN	R	•••	FE,5th
• Add • or • to your mana pool. Salt Flats deals 1 damage to you.				
Savannah	LAN	R	•••	U,R
Comes into play tapped. You may leave Silos tapped to put a counter on it. • Remove any number of counters, adding • for each one.				
Scabland	LAN	R	•••	TM
• Add • or • to your mana pool. Counts as a plains and a forest.				
School of the Unseen	LAN	U	•••	AI
Comes into play tapped. • Add one colorless mana to your mana pool.				
Scorched Ruins	LAN	R	•••	WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. • Add four colorless mana to your mana pool.				
Seafarer's Quay	LAN	U	•••	LG
All your blue legends may band with other legends.				
Sheltered Valley	LAN	R	•••	AI
When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. • Add • to your pool.				
Skyskroud Forest	LAN	R	•••	TM
Comes into play tapped. • Add one colorless mana to your mana pool.				
Soldier Excavations	LAN	R	•••	AI
• Add • or • to your mana pool. Forest deals 1 damage to you.				
Sorcerer's Path	LAN	R	•••	DK
When Excavations comes into play, sacrifice an untapped island or bury Excavations. • Add • to your mana pool. • Look at the top of your library. You may put that card on the bottom of your library.				
Sorcerer's Path	LAN	R	•••	DK
Exchange two of opponent's blocking creatures. Whenever Sorcerer's Path is tapped, it does 2 damage to you and to each creature you control.				

Undiscovered Paradise	LAN	R	•••	VS
• Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.				
Unholy Citadel	LAN	U	•••	LG
All your black legends may band with other legends.				
Urborg	LAN	U	•••	LG
• Add • to your mana pool. • Remove first strike or swampwalk ability from target creature until end of turn.				
Urza's Mine	LAN	C	••	AQ,CH,5th
• Add • to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add • to your mana pool.				
Urza's Power Plant	LAN	C	••	AQ,CH,5th
• Add • to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add • to your mana pool.				
Urza's Tower	LAN	C	••	AQ,CH,5th
• Add • to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add • to your mana pool.				
Vac Township	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Add • or • to your mana pool. Vac Township does not untap during your next untap phase.				
Veldt	LAN	R	•••	IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. • Add • to your mana pool and put a counter on Veldt. • Add • to your mana pool and put a depletion counter on Veldt.				
Volcanic Island	LAN	R	•••	B,U,R
• Add • or • to your mana pool. Counts as an island and a mountain.				
Volrath's Stronghold	LAN	R	•••	SH
• Add one colorless mana to your mana pool. • Put target creature card from your graveyard on top of your library.				
Wasteland	LAN	U	•••	TM
• Add one colorless mana to your mana pool. • Sacrifice Wasteland: Destroy target nonbasic land.				
Winding Canyon	LAN	R	•••	WL
• Add one colorless mana to your mana pool. • Until end of turn, you may play creature cards whenever you could play instants.				
Wizards' School	LAN	U	•••	HL
• Add • to your pool. • Add • to your pool. • Add • to your pool. • Add • to your pool. • Add • to your pool.				

ART Artifact
AC Artifact Creature
CR Current Rarity
EA Enchant Artifact
EC Enchant Creature
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

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ILLINOIS

AUGUST 15, COLLINSVILLE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER, Gateway Center, One Gateway Drive. Call (618) 345-8998 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* and one booster of *Exodus*. Pre-register for \$22 or \$25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

AUGUST 22, GLEN ELLYN

GREAT LAKES ENTERTAINMENT presents the VALUE MEAL DEAL, Holiday Inn, 1250 Roosevelt Rd (Rt. 38). Call (630) 629-6000 for directions. *Magic* tournaments at a reasonable price with great value. Sanctioned *Magic* tournament & convention. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Entry: \$9. Yes, that is not a misprint. ONLY \$9 and you get the starter and boosters FREE. Prize: \$250 savings bond. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

AUGUST 29, PALATINE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER, Holiday Inn, 1550 E. Dundee Rd. Call (847) 934-4900 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for \$22 or \$25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

SEPTEMBER 5, CHICAGO

GREAT LAKES ENTERTAINMENT presents the ROME PRO QUALIFIER. Call (847) 222-1994 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Rome Pro Tour. Format: *Tempest/Stronghold/Exodus* Constructed. Pre-register for \$18 or \$20 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

SEPTEMBER 6, CHICAGO

COLLECT A CARD & COMICS. *Weekly Magic: TG* tournaments. Fridays, 7:30 p.m. sharp. Type II. Great selection of *Magic* singles—up to 90% of our singles are lower than guide. Also our BIG EVENT DCI SANCTIONED TYPE II TOURNAMENT. SEPTEMBER 6, 1309 S. ASHLAND. HUNDREDS OF DOLLARS WORTH OF CASH & PRIZES. SIDE TOURNAMENTS WILL BE AVAILABLE. Registration from 9:30 a.m.-10:30 a.m. For more information and/or dealer table reservations, please call (773) 523-5800 between 12 p.m.-8 p.m. or e-mail: CCNCOMICS@aol.com.

INDIANA

AUGUST 30, FT. WAYNE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Holiday Inn, 3330 W. Coliseum Blvd. (I-69, exit 109A). Call (219) 484-7711 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for \$22 or \$25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

KENTUCKY

AUGUST 16, LOUISVILLE

GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Galt House Hotel, 141 North 4th Ave. Call (502) 589-5200 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for \$22 or \$25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

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EVERY FRIDAY & SATURDAY in AUGUST & SEPTEMBER, BATTLE CREEK

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MINNESOTA

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GREAT LAKES ENTERTAINMENT presents the CHICAGO PRO QUALIFIER. Best Western, 701 S. Concord St. Call (612) 455-3600 for directions. Sanctioned *Magic* tournament & convention. Qualifier for Chicago Pro Tour. Format: Sealed; *Tempest/Stronghold/Exodus*. You get one starter of *Tempest*, one booster of *Stronghold* & one booster of *Exodus*. Pre-register for \$22 or \$25 on-site. Lots of side-tournaments & dealer tables. Also huge auction of *Magic & Star Wars* cards. For more information about this event or other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

NEW JERSEY

AUGUST 29, GUTTENBERG

KNIGHTWARE REALMS, 201 69th St., 10 minutes from GWB and Lincoln Tunnel. Sanctioned sealed deck draft. Players receive one *Tempest* starter and two *Exodus* boosters. Prizes for 1st, 2nd & 3rd place. \$18 admission in advance or \$20 day of show. Doors open 9 a.m. and deck construction begins @ 10 a.m. There will also be side events. Pre-registration is strongly recommended. For more information, call (201) 453-0576.

SEPTEMBER 17-20, CHERRY HILL

SHORECON '98. Sponsored by Gamer's Realm & Hobbymasters. Hilton Cherry Hill, Rt. 70E. Call (609) 665-6666 for directions. Full weekend of the best gaming of all genres! Pro Tour Rome Qualifier by Gray Matter. Sanctioned *Magic*, MFNA, RPGA events. Guests, vendors, anime, auction, demos and more! \$30 pre-registered, \$40 at door, for the weekend. \$5 club discount. All tournaments FREE! Except Sealed Deck/LARPs. Contact: Heleen Durston, Multigenre, 2432 Steiner Rd, Lakehurst, NJ 08733-3437; call (732) 657-3311; e-mail info@multigenre.com.

OCTOBER 3, SOMERSET

MANIA '98 Quality Inn 1850 Easton Ave. Call (732) 469-5050 for directions. New Jersey's GREAT-EST Gaming & Comic Convention featuring *Magic: TG*, Games Workshop and game demos. Special guests TBA. Tables \$60 each or 2 for \$110. Admission \$5. Mention this ad and get \$1 off. Sealed deck pre-registration \$17 or \$20 at door. Type II: \$12 or \$15 at door, 10 a.m.-10 p.m. For more info, contact: THE WINDING WAY @ (732) 248-1185 or e-mail TheWinding@aol.com.

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EVERY WEEKEND in AUGUST & SEPTEMBER, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. \$4 entry fee. Prizes for the top three competitors! Sealed deck & booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for *Warhammer*, *40k* and *Fantasy Battle*. We will demo any game upon request. For further information, contact John Donohue @ (914) 624-2224.

AUGUST & SEPTEMBER, MASTIC

Sanctioned *Magic: TG* tournaments every Friday at 6:45 p.m. All formats. Sanctioned *Babylon 5* tournaments twice a month, 1st through 5th place prizes. Call for dates. Sanctioned *Star Wars* and *Star Trek* tournaments every Saturday at 1:30 p.m. Sanctioned C-23, *Xena* Deeplands tournaments every Sunday from 1-4 p.m. *Magic* Arena League and C-23 Arena held every day! Golden Memories Comics and Cards, 1265 Montauk Highway, Mastic, NY. For more information, call Rich @ (516) 281-0554 or e-mail rseguino@sprintmail.com.

OKLAHOMA

AUGUST 29, TULSA

COLLECTIBLES EXTRAVAGANZA, Tulsa Fairgrounds Exchange Center One. Over 200 dealer tables featuring card games, comics, beanies, hot wheels, action figures and much more. Tulsa's largest *Magic* tournament this year! Sealed Deck: *Tempest*, *Exodus*, *Stronghold* \$20 entry fee. Swiss style. 1st place prize is \$250 cash, 2nd: box of *Exodus*, 3rd-8th will be awarded. DCI Sanctioned. Call now to enter. Only 128 slots open! *Star Wars* tournament: Sealed Deck, Sanctioned. \$20 entry fee. Big prizes! Only 32 slots! To pre-register, call Ron @ (918) 366-7431, write to 17248 S. 92 E. Ave, Bixby, OK 74008 or e-mail colcon@Raphire.net.

TEXAS

SEPTEMBER 19-20, HOUSTON

NOSTALGIA PROMOTIONS COLLECTORS SHOW AND *MAGIC* TOURNAMENT, Holiday Inn, 7787 Katy Frwy (I-10 West) Antoine exit. 50+ tables @ \$50 each day. Discounts available. \$2 adult admission, children under 12 FREE with ad. 10 a.m.-4 p.m. BOTH DAYS! Standard (Type II) DCI Sanctioned, two day *Magic* Tournament. Entry fee \$5, Swiss Style. Sign up at 10 a.m. Starts at noon. Random Comix will be present and will judge an art contest, BOTH DAYS! 1st 100 paid admissions and the fastest pitches on the radar-speed machine will be eligible for drawings each day! Over \$400 in prizes will be given out! For more information, contact Andrew Mingle at (713) 263-8804.

VIRGINIA

SEPTEMBER 6, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, *MAGIC* AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7, hotel is on the right. Call (703) 734-2800 for directions. 90 tables available. Vendors: 1st table \$65, \$60 2nd table, \$55 3rd+ table. \$2 admission, children under 5 FREE. 10 a.m.-4 p.m. FREE parking. Buy, sell & trade: *MAGIC* and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards etc. Contact Jeffrey Rocaen @ (703) 912-1993 or e-mail: comicshow@aol.com, http://members.aol.com/comicshow.

INQUEST

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RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING

BEANS,
BEANS, THE MUSICAL
FRUIT...



Magic: 2014

Overview

Magic: The Gathering is a trading card game produced by Wizards of the Coast where the players represent mighty wizards battling for control of a plain of Dominaria. This is the 53rd edition of the game, officially published in August, 2014. These rules supersede all previous editions, including the 52nd Edition, published in July, 2014. Those caught using previous editions will be severely beaten by three pro wrestlers or forced to participate in a *Spellfire* tournament, according to the choice of the offender.

Card Types

Each card has a *card type*, which is given underneath its art. The first type of card is—hey, wait a minute. Something's wrong here. My cards are all the same! THEY'RE ALL BROWN! WHAT THE HELL IS—oh. Forgot to turn them over. Heh heh.

Anyway, there are two types of cards. The first type is *land*, which includes swamps, plains and fast food restaurants, like Mox Donald's. The second type is *unland*, which includes—well, I don't

know what they are, because all the writing on my damn deck is upside down.

Card Colors

The 53rd Edition of *Magic* has six different colors: black, blue, green, red, white and purple, a new color brilliantly introduced in *InQuest* #22. *InQuest*, sadly, is no longer published, having gone belly-up after it renamed itself *GinQuest*, *The Guide to Recreational Boozing*. In the new edition, there are no longer equal numbers of each color, owing to recent affirmative action rollbacks.

Getting Started

Playing *Magic* is as easy as pie. *Magic*, however, is not as tasty as pie. But it is much less messy, as anyone who's tried to shuffle a pie can attest.

Follow these simple steps:

1. Carefully remove the cellophane from the deck. Throw it away.
2. If you kept the cellophane and threw away the deck, start over.
3. Strip out all Atoqs. Mail to Rick Swan, 151 Wells Ave., Congers, NY 10920.

4. Strip out all Serra Angels.

5. When finished admiring the Serra Angels, put their clothes back on.

6. Square off the remaining cards. A *Magic* deck is loaded with information, which can be pretty scary. Approach with caution. A non-threatening introduction should get you off to a good start, like "Hello, deck."

7. The second date with the deck might consist of dinner, a movie and a walk in the park. If all goes well, consider a good night kiss on the artifact.

8. If more than a kiss on the artifact is attempted, the deck is free to respond

with a face slap or butt smack. Which, let's face it, you asked for, jerk.

First Rule of *Magic*

Occasionally, a card's effect contradicts the rules. In previous editions, this has happened approximately, let's see, 1,794,086 times. But we took care of it in this edition. No kidding. Except, uh, for Toilet of Tetravus, which is a typo. And the text for Gwendolyn's Hemorrhoids, where the designer had a little too much *GinQuest*, if you know what I mean. And, er, the text for Lumpy Wiener of Wingdingy, which was... Oh, the hell with it.

Mana Pool

This is not a place for swimming. It is, instead, a place to fish for mana. If a creature card consumes sufficient mana, it can produce a powerful, immobilizing spell. A similar effect may be achieved by feeding it baked bean cards.

Banned and Restricted Cards

The following cards, compiled from all previous editions, have been banned and/or restricted and may not be used in any type of official play: Abyssal Anus, Acidic Anus, Active Anus, Agent of A.N.U.S., Alabaster Anus, Aladdin's Anus, Ambushed Anus, Amulet of the Anus, Animate Anus, Angelic Anus, Angry Anus, Ankh of Anus, Anti-Anus Aura, Anus 'n' Andy, Anus Ants, Anus Anus Who's Got the Anus, Anusen Bureaucrats, Anus Crusader, Anus Itch, Anus of the Meek, Anus Oakenshield, Anus Party, Anus of Thorns, Anus You is My Woman Now, Anus Weenie, Anus Spirit Crafter, Anus the Holy Avenger, Anus Three Plug Carburetor, Anus Gore, Anus to Anus, An-Zerrin Ruins of Anus, Apprentice Anus, Archanus, Arena of the Anus, Army of Anus, Asmira Anusa, Autumn Anus, Awesome Presence of Anus, Axelrod Anus, Big Bad Anus (list continued on pages 13-192).

Rick Swan is the former editor of *FinQuest: The Guide to Collectible Carp*



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